

REBEL ASSAULT REVIEWED URBAN STRIKE PREVIEWED

SEGA PRO SEPTEMBER 1994

SEGA PRO

SEPTEMBER '94 • ISSUE 36

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RED!

MORTAL KOMBAT II

MD and GG versions
fully REVIEWED

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OH YES!

Lemmings 2 MS & GG
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Maximum
Carnage
EXCLUSIVELY
revealed



Full
players'
guide
and tips

WHAT A LINE UP!

Shaq-Fu, Syndicate, NHL Hockey '95, The Lion King,
Putty Squad, Sonic Spinball MS, Heimdall CD,
BC Racers, Hulk MS & GG and more!



9 770964 264985



MEGA-CD



MEGA
DRIVE



MASTER
SYSTEM



GAME
GEAR



SATURN

● MAXIMUM CARNAGE ● MORTAL KOMBAT II ● KAWASAKI SUPERBIKES

ISSUE 36

ACTION REPLAY MK 2

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CALLERS WELCOME

MEGADRIVE & GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES.

STRIKE WHILE THE IRON IS HOT!

(OR: HOW TO GET THOSE TRANSFERS RIGHT)

So, you've got your nice sparkling Mortal Kombat II transfers and now you want to know what to do with them. Well, follow this simple guide and your transfers should get, er, transferred nice and easily. Please read this whole guide **BEFORE** you start ironing.

The first thing you should do is not let the gross smell put you off. These transfers will not smell this bad when they're finally all aboard and ready to be worn. So worry not, that person you've been trying to impress isn't going to be put off when they smell you coming down the street. Well, not by your transfer anyway.

1. You will need an iron, ironing board, T-shirt and transfer!



2. Cut the instructions off the bottom of the transfer. If you want to use the three transfers in different places, cut them out too!

3. Take the iron, make sure the STEAM function is turned off and heat it up to 200 degrees (ie the highest it'll go up to).

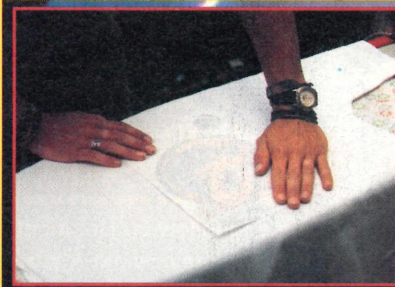


Don't forget, you can order your own SEGAPRO T-shirts from our Mail Order department - and get a free transfer into the bargain too! See page 70-71 for details!

REMEMBER!

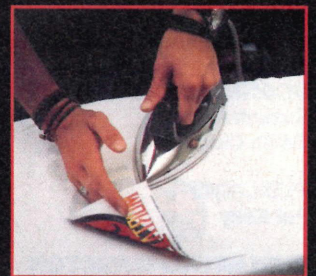
1. You have three transfers, so don't iron the complete back of the paper - only the bit where the transfer you want to use is. If you do, you will put all three transfers on the T-Shirt at once which you will find very annoying if this was not what you had in mind.
2. Only use a cotton shirt for this operation.
3. SEGAPRO will not be held liable for any damage to clothing caused by trying to use these transfers or by the following of these instructions.

4. Lay the T-shirt as flat as you can possibly manage, on an ironing board. No wrinkles, crinkles or bumps must be on the bit you want to put the transfer onto. And make sure the T-shirt is clean!



5. Place the transfer face down on the T-shirt, making sure you have it the right way up!

6. Iron the back of the paper so the transfer gets put on the T-shirt. Be careful not to jiggle the paper around too much while you're ironing.



7. Remove the paper CAREFULLY! Your transfer should be on the T-shirt.



8. And wear with pride! Nice, eh?



TENTS

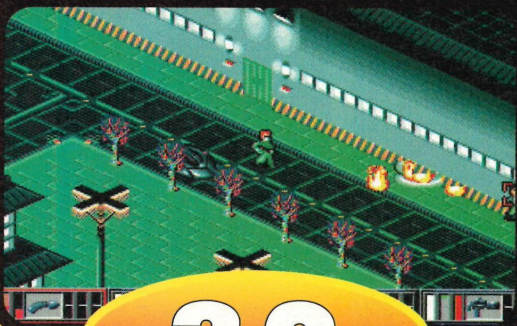
A LONG TIME AGO, IN A GALAXY FAR, FAR AWAY...



...The story was told of brave rebels battling an evil empire. Now join the fight in LucasArts' REBEL ASSAULT on the Mega-CD!

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MORTAL KOMBAT



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MORE GAMES THAN ANY OTHER MAG!

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THIS MONTH... Read all about the latest coin-ops to hit the arcades on page 7, Activision's new skateboarding dinosaur hero on page 8 (he's radical!), plus all the big news from Japan on page 10.

FRONTLINE

As the summer bakes on and I sit here wondering why this is the September issue when it's only the middle of July as I write this, my thoughts turn to the absurd number of beat-'em-ups we've had in recently and some related matters. Last month, we looked at four of them, this month there's another and we know of at least another three in the works. That's eight being released this Christmas!

Frankly, all but three or four of these are rubbish. If there's one lesson to be learned from recent events, it's that only the top titles are shifting. £45 for a second-rate release is too much. There is only one answer – a few software houses are going to have to go bust or be bought out. Hopefully, the sooner the better. Because it's becoming painfully obvious that the smaller companies haven't the resources to come up with the quality goods and compete against the big boys.

Anyway, this is my last issue of SegaPro – I'm off to start an ace new project. It's been a lot of fun editing SegaPro, making changes to the way it used to be and dealing with our readers, but now it's time for someone else to have a go. Look out for Chris Marke, Editor of Sega XS, from next month...

Regards,
Nick Merritt, Editor.

MORE MACHINATIONS

Latest update on *Micro Machines 2*... We've just received a pic of all the new drivers in the new game, and one of them may seem a little familiar! Notice that blonde girl on the bottom row of the screenshot? Yep, it's Violet Berlin. Sad or what? It's ironic because Violet was once described as looking like a video-game sprite when she first went on TV – and now she is one! Remember, release date is November – be there.



PSYGNOSIS

PLAY IT AGAIN, SAM

For fans of *First Samurai*, some news! Yep, *Second Samurai* is approaching us from Psynosis. Expected for a November launch it has been developed by the legendary Mev Dinc (well, legendary if you're an Amiga boffin). With three different worlds and 12 massive levels, this 8Mbit cart will come with all the boss-es and gameplay you could ever want. Oh, and watch out for the Mega-CD version too.



Our resident über-gruppenführer is beavering away this month, working on a variety of top-secret projects for no extra pay, but then you have to be mad to be an editor anyway. Nick refuses to speak about the strange sounds and screams emanating from his lab, only stopping to pick up evil-looking sets of prongs, clamps and test tubes. We hope he knows what he's doing (for once).

Nick's playing: Catch the beachball, *Super Street Fighter II*



Phil has been getting all hot and bothered recently, thanks to the summer heatwave. He says he's just not used to sunshine in his native Shropshire. In fact, he's so afraid of sunburn that he insists on covering up with long trousers, long-sleeved shirts and sometimes even a leather jacket on the sunniest days. He gets even hotter when he visits the beach and sees all those bikini-clad babes!

Phil's playing: Watch the birdie, *FIFA Soccer CD*.

THE MAX

We know we promised beat-'em-ups this time, but we've decided to wait until next month when *Mortal Kombat II* and co get released. So what's for this issue? Well, let's take a step right back to the first computer games of any type – ever!

What was the first? How did it play? Contrary to popular opinion, the very, very, very first game was called *Space War*. First programmed in 1961 on a PDP-10 minicomputer the aim was to manoeuvre a little spaceship around the screen, shooting ships controlled by your friends with your 31 torpedoes. The original (public domain) game code had all sorts of additions and extensions to it over the years, with people from around the world adding scrolling starfields, warps and so on.

Some of the more clued-up amongst you may be asking, "Hang on, I thought *Pong* by Nolan Bushnell was the first ever video game." In fact, *Pong* was the first ever commercial video game, produced by Atari. The idea was to bat a ball between two players trying to keep the ball in play whilst knocking your opponent out of the game. Very simple but the foundation for the entire games industry.

After that came classics like *Breakout* (knock a ball against bricks and make them disappear) before a new generation of 8-bit technology led to games like *Space Invaders* (Taito). So if anybody ever says to you that video games are some flash in the pan, point out that they've been around in one form or another for over 25 years!

Next month: Beat-'em-ups (promise!)



As I write this, Jason is probably sunning himself on some beach in the south of France. Yes, not content with his recent trip to California, the lucky blighter is off on his summer hols. A man with an eye for the ladies (of all ages, apparently), he's been practising his chat-up lines. Hmm, I wonder what the Gallic girls will make of gems like "How do you like your frog's legs in the morning?"

Playing: Kiss the frog, *Mortal Kombat II*, *Rebel Assault*.

GAMES ALTERNATIVES NO 1

With the news than Namco are to release *Pac-Man* onto the Mega Drive, surely we have to ask if there aren't better ideas around now than that old perennial? Perhaps it's time for Pac to diversify...

- Jack Man** – Jack Nicholson wows audiences in the top-grossing film of the game as he manically chases ghosts around with an axe
- Hack Man** – Jack Nicholson catches the ghosts
- Cack Man** – Sky get the TV rights
- Track Man** – Linford Christie gives Pac some speed lessons
- Lack Man** – Pac decides that he's getting too old to compete with the hot new gaming upstarts
- Slack Man** – Pac decides that after 15 years in the video-games business, it's time to retire
- Sack Man** – Namco decide that after 15 years in the video-games business, it's time for Pac to retire
- Vac Man** – Pac gets a low-wage cleaning job
- Mac Man** – Sad ex-famous games character flashes at unsuspecting individuals in Hampton Court maze

BY THE RIVERS OF TOKYO

The latest original offering from the world of animé swept onto our desks and by goodness, how excited we were. The first one is entitled 'Death of the Guyver' and is the latest in the increasingly expensive Guyver series. One grim piece of news (apart from the fact that if you had bought the entire Guyver series up to now, it would have cost you £30 for two-and-a-half hours) is that Mark 'Luke Skywalker' Hamill is starring in the live-action version.

Next up is Tokyo Babylon (part 1) which is set in a Tokyo where, "rape, phone sex and sinister religious sects [mirror] the ruinous excesses of the ancient city of Babylon". This is the same Tokyo which currently has one of the lowest crime rates of any city on the planet Earth. There are strange things afoot and everything soon degenerates into the usual revenge plot directed against a huge corporation and a secret project.

Really, if these witless ideas are the best the Japanese can come up with, Hollywood doesn't have too much to worry about. And yes, we



Mark is accompanying Jason on his trip to France and has prepared well in advance. He's been brushing up on his phrase-book French with such useful sentences as "I'd like a room please", "Can you tell me the way to the railway station?" and "I am a lifelong supporter of Swindon Town FC – how about you?" Watch it, Mark: I have it on good authority that the last one is a terrible insult in any language!

Playing: Boules, *Super Street Fighter II*, *Mortal Kombat II*.



Amazing! It looks like large areas of Tokyo get destroyed! What a surprise!



More Guyver stuff. Great. (How much has this series cost now?)

include the vastly overrated Akira in that too. Both videos retail at £5.99 for Guyver (30 mins) and £10.99 for Tokyo (only 60 mins!).



STREETS AHEAD

Get this: Not only is there going to be a Street Fighter movie out soon (starring Kylie Minogue and Jean Claude Van Nipple) but Manga have landed the deal to produce a *SFII* comic!

Starting on August 30, this monthly comic will be done in the Japanese manga style and will feature all the game's characters as they fight in the world's top street-fighting tournament on the Island of Shad.

Catch the first issue soon for the small price of 95p.



Chun Li gives the new comic a whirl. But will she win the tournament?

ARCADE NEWS



Here we are again with the latest and most informative arcade news update to be found. SEGAPro's arcade junkies take you through a couple of surprise coin-ops from Sega and Atari.

WING WAR

The newest Sega coin-op to jet into the arcades is the 3-D polygon-graphics experience *Wing War*. A two-player game, you can embark on a futuristic aerial sortie that sets World War II-style combat in 2000AD battlegrounds.

Choose from a line-up of eight classic fighter planes: Mustang, Fokker, Zero, Apache, Yak-141, Werewolf, Lightning and Harrier. Your aim is to be number one in the tournament. This is achieved through winning head-on dogfights. Mastering control of the throttle and joystick (very tricky) will prepare you for the second skill level, Expert Mode, as you attack and defend against hostile planes.

Technical buffs will be keen to learn that natural and realistic battle scenes and images are generated using 180,000 polygons per second. The game is screened on a dual linkup of two 29-inch monitors, looking somewhat similar to the *Daytona USA* twin type. Guess it's time to fly along to your nearest arcade.



T-MEK

Coined as the coin-op of the next generation of multi-player gameplay, *T-Mek* throws you into the controls of a T-Mek warrior, challenged to destroy your fellow fighters including alien drones and enemy bosses.

A choice of six T-Mek warriors each with attack/defence characteristics, and six arenas including ice and fire zones, provides stacks of variety. Play against friends or as a solo competitor, annihilating everything in your path and progressing up a tournament ladder, finally encountering Nazrac the Eliminator in a head-to-head face-off.

Atari have incorporated a digital sound system that has been designed to 'completely immerse the player using spatial quadrasonic and Doppler effects.' Hey Atari, lighten up, we hear what you're saying! But will the Rumble Seat be a real bummer?



TRIED AND TESTED

Every month we'll be dropping in on Bournemouth's premier tourist attraction, Sega World, and play-testing the latest machines. If you're keen to experience the experience, drop in at Sega World, Westover Road, Bournemouth.

STAR WARS

Yes mate, this is the business! Great fun as a one- or two-player game, *Star Wars* really sends you into the action as you shoot down Tie-fighters and progress to destroy the Death Star. Somewhat reminiscent of the original wire-frame version in that you pick off targeted enemy craft at regular intervals as they're brought into range and target, it carries the Star Wars feel and excitement off to a tee. Not the most impressive game to look at but playing is outrageously addictive and fun. Not to be missed at £1 a go.

8/10

WORLD CUP SHOOT-OUT

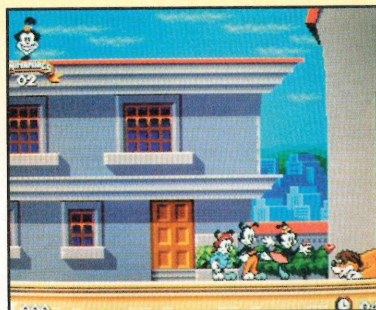
A fun attraction at Sega World, this Electronic Arts coin-op may not be the most versatile game but at least it's easy to pick up and value for money at a quid for three tries. *World Cup Shoot-Out* is the football game with a difference as you kick a ball into one of three targets, winning points or prizes. Simple. Fun at first but you'll not be rushing back for more.

4/10

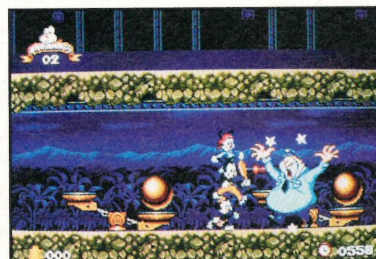


MAD AS CHEESE

Konami get the cute animal bug with the Animaniacs! They're the Number One rated US cartoon show (like every other cartoon show these days) and the Mega Drive version will be toddling its way into your local games store this Christmas. The cartoon features a bunch of cute (if deranged) cartoon characters, constantly being chased by a Security Guard, and it's a Spielberg production too. More info on this next month...



These guys were created by a crazed Warner Bros animator in the 1940s, as the story goes.



Can you help keep them out of the clutches of the Security Guard? A vital question. We think.



IN THE JUNK PILE

Konami have another little Mega-CD title for us this month. Called *Snatcher*, Konami boast that it has "beautiful graphics, a weird Jap story line and is more playable than a truck full of playable things". (Comic note: If we see another "more X than a plane/truck/house full of X things" gag, we're going to go mad.)

It's set in the year 2047 and is a detective adventure where you play the role of Gillian Seed. It's your job to track down a bunch of robots that kill and then replace humans. A plot not too far removed from that of *Blade Runner* in fact.

Check this out when it gets released late this year/early next.

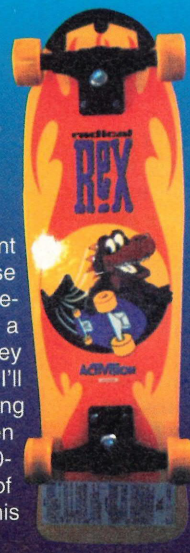


Bribe of the month

Incredible. Activision were so impressed with the cool way Jason dealt with the snake last month that they sent us more goodies...

ACTIVISION

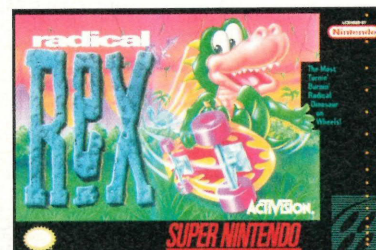
The people at Activision continued their blatant attempts to bribe us with excellent merchandise (keep it flowing guys) when a rather nice skateboard rolled its way into the office. Nick, who's not a skateboard freak, offered it to the highest bidder. "Hey man," said Mark, "flip dat funky board my way and I'll blast you some cool moves." Note: Mark's boarding skills are about as good as his slang. Jason then jumped onto the thing, did a couple of spinning 360-degree moves off the wall and disappeared out of the open window. Nick has decided to give it to his younger brother instead.



RADICAL, MAN

The noticeable retreat back to 8Mbit carts continues with Activision's *Radical Rex*, hitting the Mega Drive and Mega-CD this October.

He's a dinosaur (a tyrannosaurus rex, to be exact), a skateboarder, a fire-breather and even more unlikely, has a totally hip approach. (Note: How to design a potentially successful game by numbers - (a) get a dinosaur, (b) give him attitude). Activision say he's Too Hip To Be Extinct - let's just hope he's more successful than *Chester Cheetah*, eh?



Rex is a dinosaur. He's hip. A skateboarder. Probably speaks in sub-Californian gibberish. Help us.

PRODATES

AUGUST

... MEGA DRIVE ...

BENEFACITOR (Psygnosis)
EXCELLENT DIZZY (Codemasters)
SKELETON CREW (Core Design)
SUPER STREET FIGHTER II (Sega)
THE JUNGLE BOOK (Virgin)

... GAME GEAR ...

EXCELLENT DIZZY (Codemasters)
THE HULK (US Gold)

... MASTER SYSTEM ...

EXCELLENT DIZZY (Codemasters)

... MEGA-CD ...

BATTLECORPS (Core Design)
SOULSTAR (Core Design)
DRAGON'S LAIR (Sega)
FLYING NIGHTMARES (Domark)
MEGA RACE (Mindscape)

SEPTEMBER

... MEGA DRIVE ...

HIGH OFF 3 (Imagineer)
WOLFENSTEIN (Imagineer)
MORTAL KOMBAT II (Acclaim)
MAXIMUM CARNAGE (Acclaim)
SONIC AND HNUCHLES (Sega)
SHINING FORCE 2 (Sega)
SINK OR SWIM (Codemasters)
CAPTAIN ARCADE (Codemasters)

... GAME GEAR ...

ITCHY AND SCRATCHY (Acclaim)
SINK OR SWIM (Codemasters)
DROP ZONE (Codemasters)
MARIO'S MAGIC FOOTBALL (Domark)
ASTERIX (Sega)
TAR DEVIL ON MARS (Sega)
DAFFY DUCK (Sega)
GUNSTAR HEROES (Sega)

... MASTER SYSTEM ...

DAFFY DUCK (Sega)
SONIC SPINBALL (Sega)
ASTERIX (Sega)

... MEGA-CD ...

REBEL ASSAULT (JVC)
BRUTAL (GameTek)



CHARTS COMPILED BY GALLUP

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2	Virtua Racing	Sega	£69.99
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4	Sonic the Hedgehog 3	Sega	£59.99
5	World Cup USA '94	US Gold	£44.99
6	Dune 2	Virgin	£49.99
7	Ryan Giggis Soccer	Acclaim	£39.99
8	NBA Jam	Acclaim	£49.99
9	Road Rash 2	EA	£39.99
10	Sensible Soccer	Sony	£39.99
11	Cool Spot	Virgin	£44.99
12	Pete Sampras Tennis	Codemasters	£44.99
13	Micro Machines	Codemasters	£34.99
14	Robocop vs Terminator	Virgin	£49.99
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16	Olympic Gold	US Gold	£29.99
17	Jungle Strike	EA	£44.99
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19	Zool/James Pond 3	Telstar	£44.99
20	X-Men	Sega	£44.99

MASTER SYSTEM

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GAME GEAR

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3	World Cup USA '94	US Gold	£29.99
4	NBA Jam	Acclaim	£34.99
5	PGA Tour Golf	Tengen	£29.99
6	Sonic 2	Sega	£27.99
7	Desert Strike	Domark	£29.99
8	Sonic chaos	Sega	£29.99
9	Spiderman	Acclaim	£27.99
10	FI	Domark	£29.99

MEGA-CD

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5	Time Gal	Sega	£39.99
6	NHLPA Hockey 1994	EA	£44.99
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8	Sherlock Holmes	Sega	£44.99
9	Thunderhawk	Core	£44.99
10	Sonic CD	Sega	£44.99

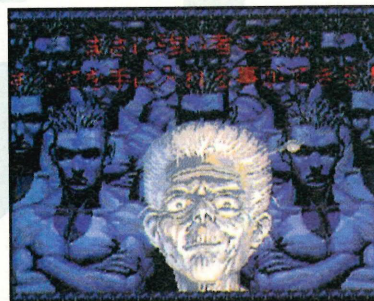
**Established
1981**

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Quickshot Python 3	9.99
Quickshot Starfighter 3B	9.99
Quickjoy Speedpad SG	9.99
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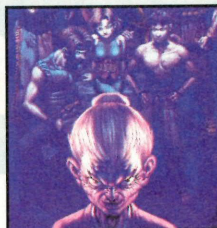
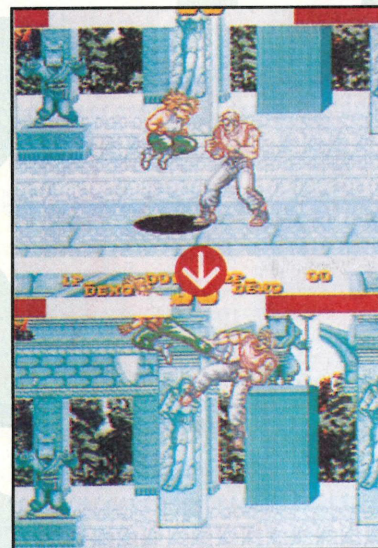
Gouketsuji Tribe gets a faithful conversion from the arcades. It's a strange one-on-one beat-'em-up.



GOUKETSUJI TRIBE

Last November, *Gouketsuji Tribe* was released in the arcades. Now it is set for release on the Mega Drive in a 24Mbit cart. Some of the characters and details of the system have not been finalised, but the development team are still aiming for a faithful translation from arcade to console (it's 60% complete at present).

As a beat-'em-up much like *Street Fighter II*, you have a choice of eight characters – all of which can be entered into a group fighting tournament. One of the smart features included is a secret selection mode – you're able to choose a fighter without the other players knowing who you have chosen.



THE TWO STEP JUMP

■ This is a special feature in the game. By pressing up on the D-pad, and then up again very quickly, your fighter will perform the 2-Step jump.



DASH ATTACK

■ Go from a walk into a sprint and hit your opponent with a lightning dash attack!

DEATH TRICK

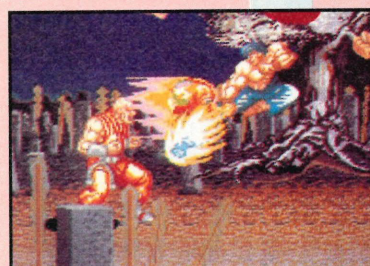
■ Each fighter has his own personality – Gouket Otane can change into someone completely different, becoming a much younger fighter after sucking energy from her opponent.



ANGELA VERDE VS ANNY HAMILTON

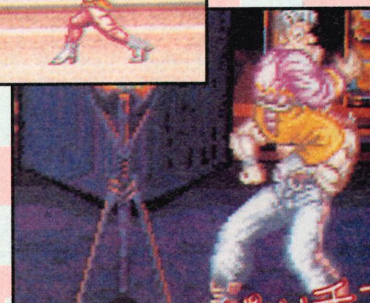
■ This fight is between contrasting female characters. Angela uses a long-reaching whip. Each character as four death tricks.

ARCADE CHARTS	
1	DAYTONA USA
2	RIDGE RACER
3	VIRTUA FIGHTER
4	SUPER STREETFIGHTER II XS
5	STAR WARS



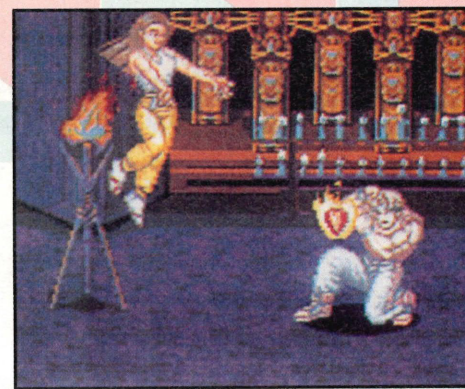
KEITH WAYNE

■ Here is a street fighter who mainly uses punches and kicks. His speciality is the 'Knuckle Bomber'.



GOUKETSUJI OTANE

■ When Otane uses the throwing trick, she clings to her opponent. Then she sucks energy from them and returns to her youth (but only for about ten seconds).



PRO DATES

AUGUST

COCA COLA KID

POPEYE'S BEACH VOLLEYBALL

SURGING AURA

STREET BASKETBALL

SEPTEMBER

AFTER ARMAGEDDON

CAPTAIN TSUBASA

OCTOBER

GOUKETSUJI TRIBE

NIP BITS



J LEAGUE PRO STRIKER 2

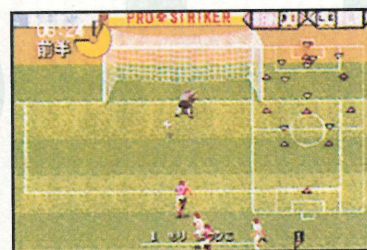
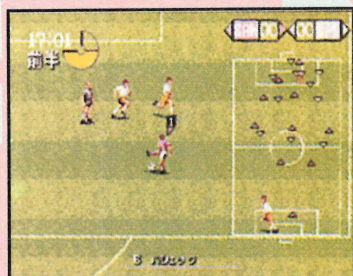
The first *J League Pro Striker* was released last June – over here it was one of the most popular import titles of 1993. Now the sequel has arrived in Japan, so we are here first to bring you a preview of this much-anticipated title.

In *J League Pro Striker 2* there are two new teams: Jubiro Handa and Bellemare Hiratsukas. The sound samples of terrace singing has replaced odd phrases from the original such as "My Ball" and "Pass! Pass!"

The animation for the players has been improved upon – they now even hug one another after a goal and drop their shoulders in dejection after losing a match.

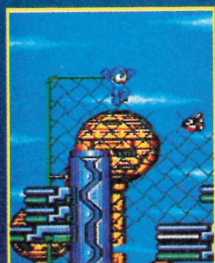
The game engine has been enhanced with computer algorithms in the areas of field-players' movements and goalkeeper's reactions. So now the key to winning is to pass the ball by predicting players' movements.

Like *FIFA*, *J League Pro Striker 2* is an upgrade with more intelligent strategic play (including handballs!), and it's looking real smart. Look out for our import review on this hot Japanese title next month in **SEGAPro!**



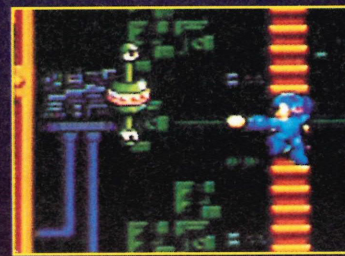
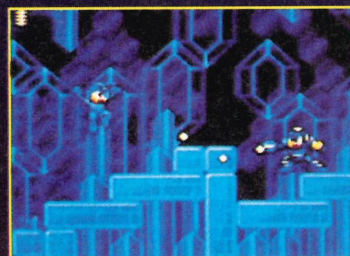
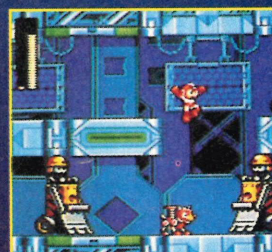
CHARTS

1	NE	SONIC 3 (MD)
2	NE	THE WAR RECORD OF RHODES (MD)
3	NE	THE ALCHEMIST'S STORY (M-CD)
4	3	HEAVENLY SYMPHONY (M-CD)
5	2	VIRTUA RACING (MD)
6	NE	OUTRUNNERS (MD)
7	-	THE ALCHEMIST'S STORY 1 (M-CD)
8	NE	TANTO ARLU (MD)
9	4	ULSEI YATSULA (M-CD)
10	7	SONIC DRIFT (GG)



AND FINALLY... CAPTAIN TSUBASA

The boys' comic 'Captain Tsubasa' is set to become a Mega-CD title this September. Details have yet to be published, but this will be seen as a video game for all the family (now ain't that nice). The plot will follow the comic to a degree, telling the story of a hero, Tsubasa Ozora, from his days at primary school to his time at secondary school. Captain Tsubasa is expected to include many FMV sequences to back up the animated story line.



● A new cordless headphone set from Sony has just gone on sale in Japan. Users can now enjoy the full impact of sound with their video games from any distance. The new device weights only 210 grams, and as soon as it's put over your head, it switches itself on (and vice versa). If this is used with Sega's cordless pad, you can move around in complete freedom as you play – great for gamers who get a bit carried away with their body movements!

● The *Street Fighter II* film will be released in early August, and the big news is that Ryu and Ken are using new death strokes! To add to the huge hype surrounding the film, the public in Japan have been invited to send in suggested names for these moves. Names should be sent by post to Chuoku Ginza, Suite 17, Toa Commercial Dept, Street II Death Stroke, by September 2nd. Hmm, how's about a Flaming Barbecued Chop (death by a huge coronary), or maybe Ken can bore his opponents to death by joining the cast of a popular Northern soap opera? Nah, that's just too cruel!

● Continuing the new trend of releasing CD soundtracks of popular video-game titles, Usio Koshiro, the leading games music company, are set to release a *Bare Knuckle* album. The compilation of tracks from *Bare Knuckle II* will be released on August 24th. You may laugh, but it's surely got to better than yet another collection of soppy love songs – yuk!

● Sega of Japan have released an official list of titles that'll set the marble rolling for the new Super 32X add-on (known in Europe as the Mega Drive 32).

The list is as follows:

Ultimate Fighting	Beat-'em-up
Surgical Strike CD	Shoot-'em-up
The 36 Greatest Holes	Golf
Super Afterburner	3-D Shoot-'em-up
Super Motocross	Racer
Star Wars Arcade	3-D Shoot-'em-up
Tempo Action VR Deluxe	Racer
Valley Fighters	3-D Shoot-'em-up
Fahrenheit CD	Adventure
Metal Head	3-D Action

● Takuro Yumitumi, the Japanese equivalent of Mr Mangetout, has just announced his latest planned eating feat. On September 3rd, the Sumo-sized greedy-guts will attempt to scoff a world-record 100 video-games cartridges. It certainly brings a new meaning to eating chips!



Silence. An electric hum. Lift doors open. There's the clinking sound of metal on concrete. Then an explosion: Sparks arc off gleaming bodies, cutting through the darkness as heavily armed droids battle to the death. Nick referees the Rise Of The Robots...

RISING TO THE CHALLENGE

Another beat-'em-up! How many more wrinkles, plot devices and sci-fi makeovers are there left to provide inspiration now? We've had superheroes, supervillains, Red Indians, secret agents, rabbits, clay, blood, cartoons – what is next?

The place we should look to find out the answer is Congleton, near Macclesfield and the offices of Amiga specialists Mirage Software.

Previously behind hits like *Humans*, Mirage has finally got into bed with the big boys, in this case

Time-Warner who have bought the European distribution rights to all 20 versions of *Rise Of The Robots*.

Mirage's aim is to produce the classic beat-'em-up. Many people would assume that has already been done – *Mortal Kombat II* and *Super Street Fighter II* spring to mind – but Mirage are confident they can do better. "Far too many beat-'em-ups are too diverse and too complex, [which] generally detracts from the gameplay," they say. "Wave after wave of easy opponents, a joystick full of moves, most of which are never used (or found)... can be bettered by producing a game... that feels like it's worth beating."

You'll have to forgive a little scepticism from me on that point – we've heard that story many, many times from people in the past, but it's fair to say that *Rise Of The Robots* is having an unprecedented amount of effort put into it by both Time-Warner and Mirage.

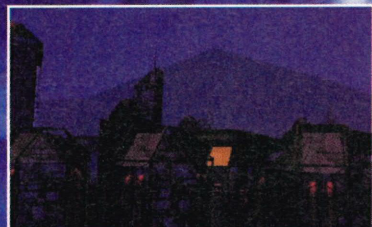
The story centres around a rogue virus which has infected an industrial and military robot manufacturing plant. This virus has managed to take over the chief robot (called the Supervisor) which then takes over all the other robots in the Plant, submitting them

to his unbending mechanical will. The Supervisor is therefore primed and ready to unleash cyberwar upon an unsuspecting Mankind.

Luckily (as ever in these situations) there is A Small Hope. Its name is the ECO35-2, a human brain placed in a superstrong robot body. This unattractive-sounding combination is put under your control and it's then up to you to enter the complex and fight for Man in traditional beat-'em-up style.

As yet, we have not seen the game properly so we are unable to give you some idea of how it plays, but it is clear that plenty of attention is being lavished on the game so that the visuals look good at any rate. Mirage are claiming to have tweaked the gameplay, so expect up to five bouts, six opponents and a simple joypad 'hit' facility. Mirage think people do not like complex joypad moves in beat-'em-ups (something we have to disagree with ourselves – we think part of the fun is learning the special moves) and are adjusting this part of the gameplay further with improved AI so, "an opponent should have a variable style of play." To this end, Mirage are introducing some intelligence into the computer-controlled fighters which they hope will make the single-player side more interesting.

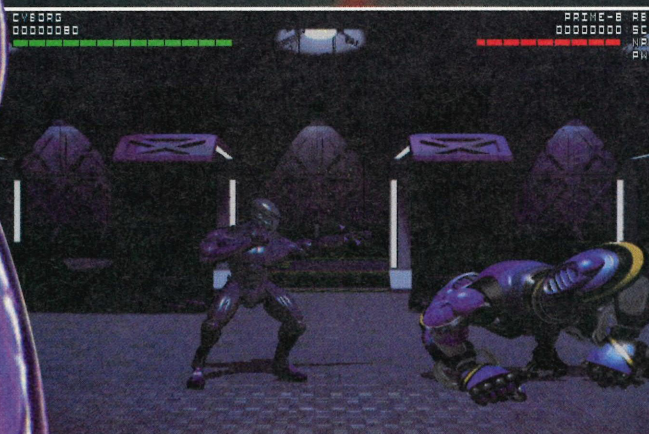
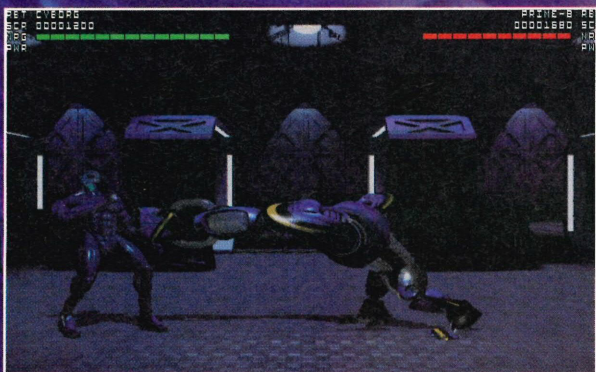
SP



It's the 21st Century and all is not well. Blade Runner eat your heart out.



The Loader Droid. Watch out for that potentially deadly Double Fork Slash.



Prime is your opponent here, shown on the Workstation version.

HEART RENDERING

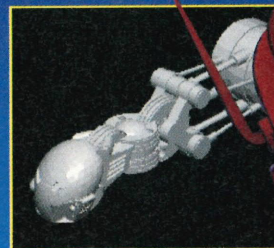
To produce the carefully rendered graphics in the game, several steps are needed:



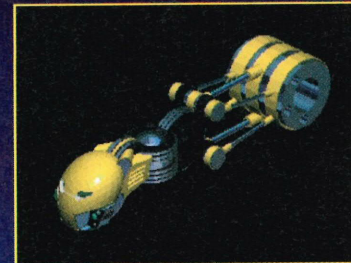
A wire frame of the image is generated first of all...



To which an approximate surface is added (for speed's sake).



Now let's try this on a proper robot. Firstly, fill in...



Then add extra resolution to get a better effect...



And a bit of Phong shading smooths those nasty edges down!



It's time to enter the factory and sort out the renegade robots.



There's no shortage of top FMV in the between-scenes cinematic bits.



The Fighter Droid delivers a mean kick to your wobbly bits. Ugh!



ARCADE CONVERSIONS

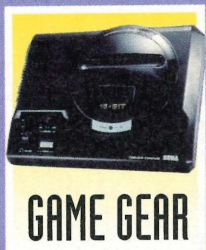
Mirage have tied up with Bell-Fruit too, makers of arcade and pub machines for a cabinet-based version. Featuring upgraded sound effects and something called BFM generated graphics, it will include extra cinematic sequences omitted from other versions.

Mirage have learned the lessons from Acclaim and Williams and how the arcade version of *Mortal Kombat* laid the foundations for its success on the console. Of course, this approach is a double-edged sword – if the arcade version is naff then the home versions are going to have real problems.

Mirage are confident though that the upgraded technology will be enough to give the game an edge come its home launch.



Great. Military droids ahead and I'm only a brain in a tin can. Joy.



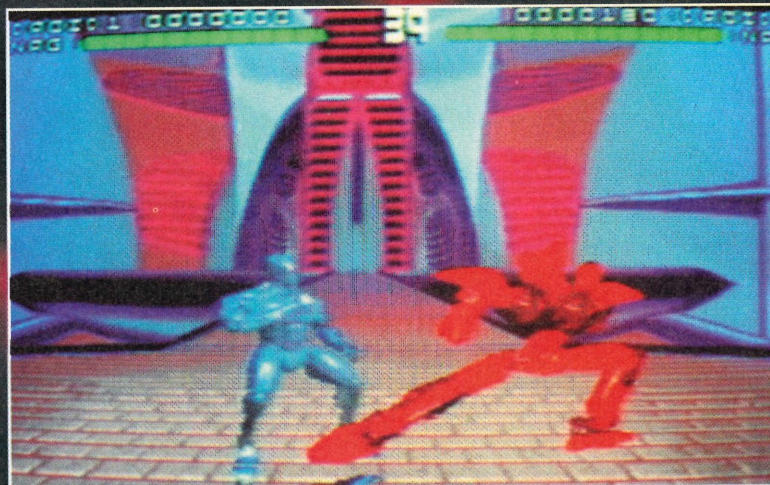
GAME GEAR

FIGHT TO THE FINISH

Who are these mechanical mutineers? Read on for a full exposé, starting right here!



Watch those sparks fly as the two mechanical protagonists fight.



LOADER DROID:

A dated machine design but a strong one. Although a bit on the stupid side its upper body strength is formidable. Do not allow it to hit too often! Luckily, it's a tad on the immobile side too. Its special move is the Double Fork Slash.

POWER: 1/5
SPEED: 2/5
AGILITY: 2/5

FIGHTER DROID:

A Japanese-design, it's been purely designed for unarmed combat and is therefore close to the perfect opponent. Assigned as the Supervisor's personal guard it specialises in martial-arts-based attack and defence. The penultimate fighting droid.

POWER: 4/5
SPEED: 4/5
AGILITY: 5/5

SUPERVISOR:

The meanest robot of them all. And a gal too. One question – why is what is essentially a white-collar droid so amazingly well-armed? This robot can morph T2-style and create different weapons with her arms. Special move: Mutation.

POWER: 5/5
SPEED: 5/5
AGILITY: 5/5

SOLDIER DROID:

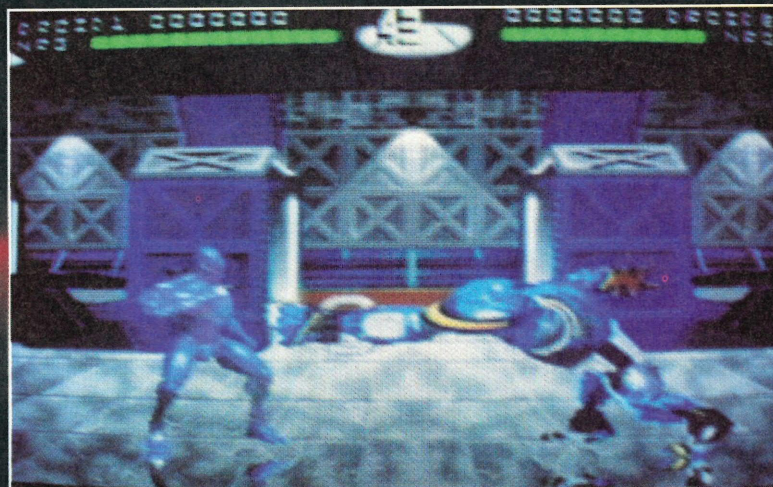
Top-secret and built only for war, it is one of the strongest droids of them all. Highly hostile and well capable of learning your strategies it is highly-armoured, fast and heat-resistant. Treat with a great deal of care or you'll be sorry!

POWER: 4/5
SPEED: 4/5
AGILITY: 4/5

THE CYBORG:

In a word, you! In single-player mode, this will be your lone warrior against the evil Supervisor. His special move is the Turbo Head-Butt. It says in the notes that "the outer shell of the robot is... a chromalloy endoshield." Surely they mean 'exoshield'?

POWER: 3/5
SPEED: 3/5
AGILITY: 4/5



Those piledriver arms are well capable of causing severe damage, exoskeleton or no exoskeleton. Practise those blocks carefully.



You (as the Cyborg) have a good balance of moves, from attack to defence.



BUILDER DROID:

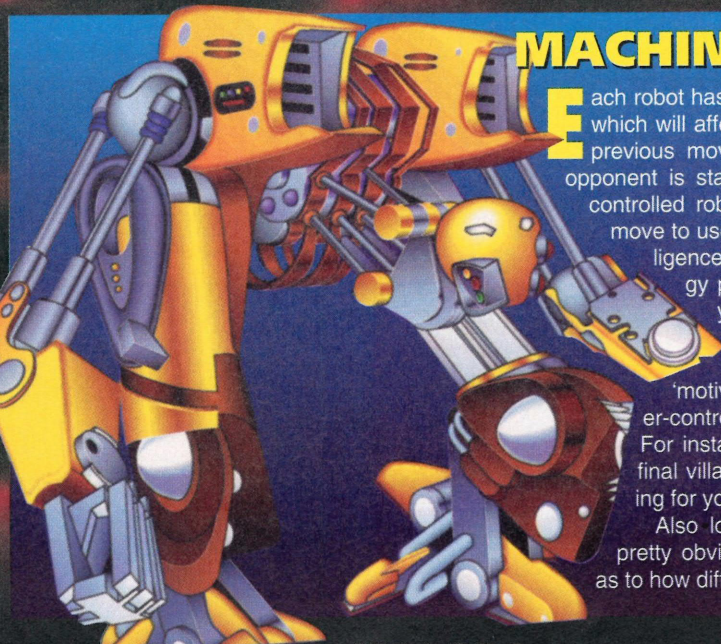
A heavy robot with more of a humanoid form. Again, a monumentally stupid robot but incredibly strong arms make this one to avoid. One Builder has gone and named itself Prime-8 (geddit) and is a mean dude indeed. Special move is the Pile Driver.

POWER: 3/5
SPEED: 2/5
AGILITY: 1/5

CRUSHER DROID:

Your first tricky opponent. It's very big for a start and can hold its opponent while it dissects it with its other hand. It is also very good at analysing its opponents' strengths and weaknesses and is indeed a fighter to watch out for. Special move: Pincher.

POWER: 3/5
SPEED: 3/5
AGILITY: 3/5



MACHINE INTELLIGENCE

Each robot has variable intelligence (in single-player mode) which will affect the way it plays its next move (based on previous moves made by an opponent and where the opponent is standing). The more intelligent the computer-controlled robot is, the more likely it is to pick a better move to use in attack or defence against you. This intelligence factor should also affect the amount of energy put into a blow – if you are low on the stuff yourself, the computer will attack more strongly, hoping to finish you off faster.

Mirage are also including something called 'motivation'. This will control whether the computer-controlled robot is a natural attacker or defender. For instance, it's fair to assume the Supervisor (the final villain) is not likely to stand around all day waiting for you to make a move.

Also look out for stuff like speed and strength – pretty obvious really! These will be the main deciders as to how difficult an opponent is to beat.

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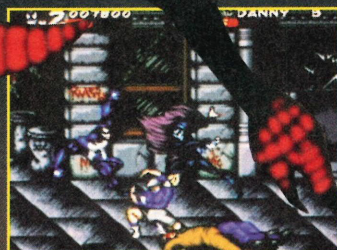
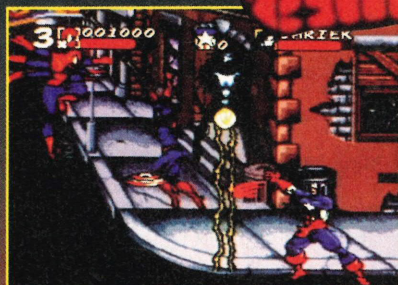


MEGA DRIVE

EXCLUSIVE

PAIN THE

The guy with the six arms on the right is Doppelganger, a corrupted copy of Spider-Man created by aliens. (Don't ask why!)



(Below): It's the scene of the park massacre and things are bad...



Venom gets taken hostage by Carnage in the Statue of Liberty.



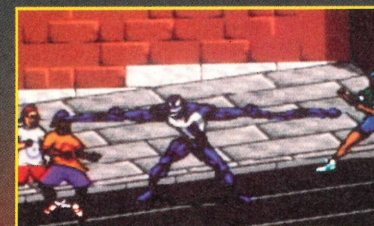
Blood. Rivers, seas, oceans of the stuff. Death. Mutilation. Carnage... Maximum Carnage. Spidey's arch-enemies Carnage and Venom are back, armed to their alien symbiote teeth – and looking for murderous revenge. Nick hides under the bed.

Spider-Man: Maximum Carnage was a big comic-book success when it hit the streets last spring/summer. Spread over 14 issues, the story was told of the return of psychopathic super-serial-killer Carnage, a nutter infected by an alien organism. Both Carnage and his alien friend live in symbiosis and decide it would be a great idea if they tried to destroy as much of New York City as they can. Personally. So they start out on their rampage, recruiting supervillains, killing, murdering and slaying any and everybody they come across.

On the other side of town, Spider-Man is having a few problems with his luscious redheaded girlfriend, Mary Jane. When he finds out what is going on, he has to juggle his personal life with trying to stop Carnage, an impossible mission as it turns out. So enter Venom, another nutter infected by this

alien geezer who teams up with the spidermeister to try to save the day. But Spidey and Venom have very different methods, which leads to tension and aggro along the way.

Can Spidey stop the Carnage? Will Venom kill Spidey? And what about Mary Jane? Acclaim's new game lets you decide for yourself.



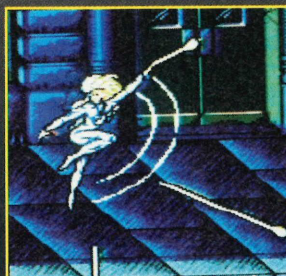
Play as Venom and take on the psycho city dwellers. Fun!



Deathlok poses unnecessarily with these huge weapons. Sad git.



Firestar shows us why she's the hottest babe on the block (or floating above it for that matter). She's dangerous though.



The sappy Dagger doesn't get 'killed' in quite the same way as in the comic, sadly. (I hate her.)

PICK-ME-UPS

To aid you in your super-heroic endeavours, there is no shortage of handy power-ups available. This is the kind of help you can expect...

SMALL HEART

Picking up this icon will give you a 25% energy boost.

LARGE HEART

Completely restores you to full fighting fitness.

EXTRA LIFE (Spidey)

Get those extra lives; you will need them.

EXTRA LIFE (Venom)

If you're playing as Venom, use these.

CONTINUE

Collect the equivalent of three extra lives!

20 MINUTES IN THE GAME

Your first 20 minutes of gameplay will look something like this...

FIGHT, STAGE 1:

You begin in a beat-'em-up section where the aim is to fend off insane city-dwellers being psychically affected by Carnage's violence...



YOU CAN'T HIDE...

They will attack you from both the front and behind so be very careful (use your web to get out of the way if necessary).



WALLCRAWL:

After stage 1, it's time to test your wall-crawling skills. Carefully move up the wall, listening for your Spidey sense...



AAH! IT'S SHRIEK!

...Because Shriek is at the top, firing bolts down at you. Your sense will give you some warning though.



ON THE ROOF:

When you get to the top, the game switches into a horizontal format again. Watch out for Shriek's blasts!



It's Cap'n America, the best Superhero ever (bleagh).

Carrion's touch is very unpleasant on the skin...

DOPPELGANGER:

If it's not Shriek, then it's Doppelganger. He loves pinning you to the ground and drubbing you with his six arms.



ALL IN A GAME

You're in New York City, tracking Carnage as he wastes yet another truckload of enemies. But it's not going to be as easy as you thought because Shriek, Doppelganger, Demogoblin and Carrion are gang-ing up on you! The idea is to wander through 27 levels of downtown Manhattan taking on all-comers in classic scrolling beat-'em-up fashion. There is a mixture of the usual jumping and athletic Spidey moves like somersault and backflip, plus advanced tricks – scissor kick and web moves like 'pull enemy towards you', 'fire web' and so on.



MEGA DRIVE

PAINT THE TOWN RED!

SUPERHERO ICONS

"Great," you might be thinking, "Just Spider-Man and Venom against five superbaddies! Well, luckily you can call in some help, along these lines..."



BLACK CAT:

Felicia Harding become the famed cat burglar Black Cat. But now she's armed with a fearsome pair of breasts and the knowledge that she's one of the good guys. Help her graduate into the first division.



CAPTAIN AMERICA:

Steve Rogers, all-round hero and the standard by which all superheroes are measured by, is on your side! Will the super soldier and his shield be tough enough to beat the newer super-sickos?



CLOAK AND DAGGER:

Yuksome twosome Cloak and the drippy Dagger are teamed up in the soggiest superhero duo since The Carpenters split up. Is the cloak of despair enough or is Dagger going to succeed with her love aura? Yeugh.



DEATHLOK:

This is more like it. Cybernetic Michael Collins decides to fight back against the bad guys after an operation went wrong and he becomes man and machine. If it was me, I'd have sued. Cool name though.



FIRESTAR:

Hot cookie Firestar has the power of microwaves at her command which makes her hugely popular at popcorn promotions. But her boyfriend is in jail and she's in no mood to laugh about it. Sorry about that.



IRON FIST:

Top martial-arts geezer Iron (as he's known to his mates) has amazing power stored in his fists, power to make most superbaddies pull their skirts up and run a mile. Ally of the X-Men so he keeps good company.



MORBIUS: LIVING VAMPIRE:

Poor sod Morbius turned into a vampire after trying an experimental drug. So now he searches by day for a cure while offing bad guys by night (three guesses how). Hence, a man with no friends or social life.



SPIDER-MAN:

What a guy. Being bitten by a radioactive spider meant that Peter Parker developed this strange urge to run around in blue and red lurex clothing. He's a top good guy, and also one of the few with a decent sense of humour.



VENOM

Ex-reporter Peter Brock is more of a vigilante than a good guy. Much taken with beating up baddies more than is perhaps strictly necessary, he's also an arch Spider-Man-squasher. Big trouble at the best of times.



COMIC... ...But Not Funny!

"Spider-Man, Spider-Man, does whatever a spider can." Ah, the great days of the Spider-Man TV cartoons. He was the first superhero to have a home life, a job and financial worries, an aspect to his life that creator Stan Lee thought was partly responsible for the character's huge success. The Maximum Carnage comics used this approach too but the majority of the story centred around Spidey's arch enemies Carnage and Shriek mindlessly slashing their way through New York's population.

The comic book series got a bit repetitive after about issue three with endless winnerless battles, superheroes making miraculous recoveries (one of them even survives



death, which is a neat trick), and a particularly naff Christian subtext; but as always with Marvel, the artwork was well-done and Venom and Carnage were memorable characters with a neat line in murderous humour. My advice would be to try to get hold of the comics before you play the game – this should help you understand the story line behind the games and the characters.

Venom

True to his name, Venom is one of the nastiest superheroes to emerge since the Punisher, and one with the strangest history. It goes like this: Spider-Man discovers this alien which kindly transforms into Spidey's costume for a while, enhancing Spidey's powers. But Spidey isn't keen on his extraterrestrial underpants and ditches his alien friend, which ends up on Peter Parker's rival at the paper, Peter Brock. Sadly, Brock doesn't have Peter Parker's sense of morals and decides to have a bit of fun as he takes baddies out. Hence a more ruthless approach to crime management than Spidey's. Spider-Man doesn't like

this and does his best to take Venom out... But to no avail.

Carnage

Created from a rogue bit of Venom's outfit (we told you this was weird), he had the misfortune to be a total psychopathic maniac before the threads got to him.

After tangling with Spidey and Venom once before (and getting beaten) he manages to survive and declare his hideous revenge on the Webbed Wonders. And anybody else who happens to be standing around.

With Doppelganger (a weird Spidey mutant with six arms, razor webbing and compound eyes), Shriek (a sonic-blasting fellow maniac), Demogoblin (a fundamentalist religious, er, goblin) and Carrion (a guy armed with that flesh-eating disease as a weapon) there's Maximum Carnage to create. Very nasty.



JOIN THE BATTLECORPS

COMPO



CORE DESIGN

How about spending a day at one of Britain's leading video-games developers, meeting the crew, viewing their latest games and walking away with an armful of goodies? Nice move or what? To stand a chance of winning this stunning prize, all you have to do is answer a few simple questions in our sizzling competition...

CORE DESIGN

Derby based Core Design have recently relocated, albeit just a few doors away, to a luxurious mansion. Progressing from the early days of *Rick Dangerous* on the Amiga to the ultra-slick shoot-em-ups of the Nineties like *Soulstar* and *Battlecorps*, they certainly know what makes gamers tick. Wouldn't you like to mingle with the stars of the fastest-growing software company, and take away three of their new games? Of course you do, so get on with it!

THE GAMES

BATTLECORPS

A thunderous 95% and Pro Yo! rating has secured *Battlecorps* as one of the best games of all time.

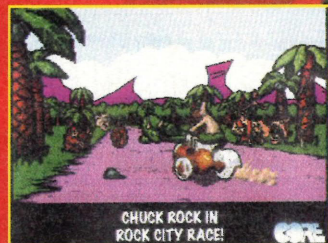
SOULSTAR

Core's newest shoot-'em-up game that promises to set standards beyond human comprehension, or something like that.



BC RACERS

A prehistoric racer set amidst the dangerous jungles of time before Filofax and mobile phones were around.



1st prize

WIN AN **ALL**

EXPENSES-PAID TRIP TO CORE DESIGN WHERE YOU'LL BE RUTHLESSLY PAMPERED AND GIVEN THREE OF THEIR NEWEST MEGA-CD GAMES, AND YOU'LL MEET A STAR MEMBER OF THE SEGAPRO TEAM!

2nd prize

5

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THE QUESTIONS

- 1/ *Battlecorps* was reviewed in last month's issue of SEGAPRO. What score was it awarded?
- 2/ What is the home town of SEGAPRO magazine?
- 3/ In which north Midlands city is Core Design based?

PREVIEW



MEGA DRIVE

Ouch! My nose! This guy is about to find out what chopped liver is like.



The Mega Drive version will come with lovely 64-colour backgrounds.

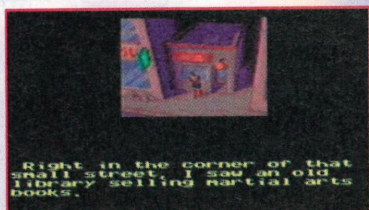
Hey man, what da **** you lookin' at? You dissin' me man? Come here and kiss ma butt, you m-. Whoops! Just slipping into a bit of 'street vernacular' there. Nick hangs tough and gives EA's new beat-'em-up the eyeball...

take it you read my well 'ard Shaq feature last month. If you didn't, well, I'll let it pass just this once. Anyway, you all know who Shaquille O'Neal is. Big guy. Plays basketball a bit. Rich. Visits his Grandma a lot. (What? - The 'Hip' SEGAPro Crew). Yes, it's true. Shaq, famed for his tough Pepsi adverts, is a closet old-person visitor. We notice this doesn't get much space in his PR handout but there you go. SEGAPro, destroyer of reputations.

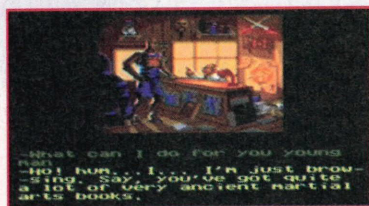
However, there's more to the guy than these embarrassing details. He's just about to release a beat-'em-up, via Electronic Arts, where the aim will be to trash a lot of bad guys.

You see, Shaq is on a world tour. He's in Japan and rather than visit the famed fleshpots of Tokyo, drink lots of saki and cause a riot or two, he decides to visit a library (we told you this guy was dodgy). So there he is, brushing up on his martial arts - the subject of the book - when suddenly he gets transported into a strange and wonderful dimension, populated by people who want Shaq's blood. But then, that's what you tell people when you sit in a library in Tokyo before realising that you can't read Japanese. It's called 'not losing face'...

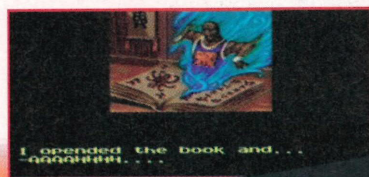
SP



Right in the corner of that small street, I saw an old library selling martial arts books.



What can I do for you young man? Not him... I... I'm just browsing. Say, you've got quite a lot of very ancient martial arts books.



I opened the book and... nothing...

ALL IN A GAME

Shaq-Fu is the new 16Mbit game from EA, a company not previously known for their fighting games.

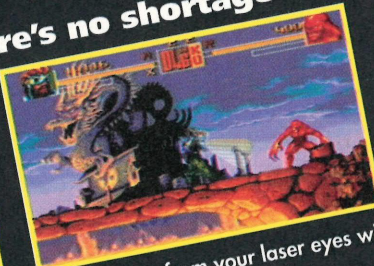
The aim is to take control of one of the 12 characters (you can play as anyone, although Shaq is a good player to opt for) and zip your way through the game in tournament mode or duel, finally battling... and returning to the library.

So that's it. It's a beat-'em-up, so there are no real surprises here. But there is a wealth of special moves, jumps, fighters with different characteristics and so on, to choose from.

THE MOVES: There's no shortage of spectacular moves to dish out to the opposition.

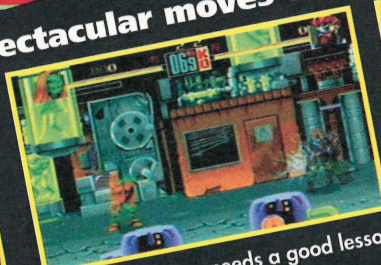


This is Beast. He's red, got long red arms and likes the colour red.

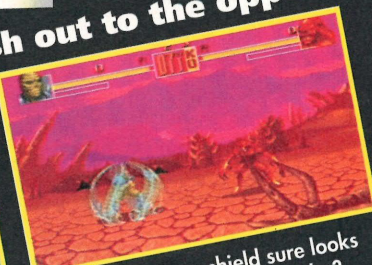


A quick blast from your laser eyes will have the opposition cowering.

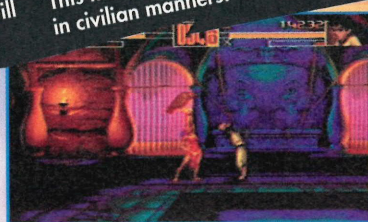
Much fun can be had practising those acrobatic moves. But be careful to be sure that you've warmed up a bit first.



This military-type needs a good lesson in civilian manners.



Momie's bandage-shield sure looks good but how effective can it be?



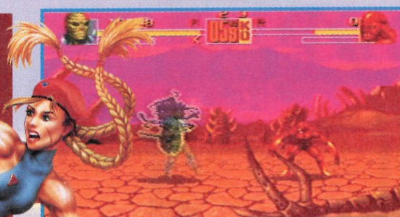
COMPARISON

Where do we start? There are so many beat-'em-ups around it's hard to know which one should be considered first. And worse, *Shaq-Fu* is being released into the middle of the worst marketing fight imaginable – the squaring off between *Super Street Fighter II* and *Mortal Kombat II*.

We reviewed *Super Street Fighter II* in the last issue and it's been a favourite here in the offices but ultimately we have to ask – is there enough new stuff in it to justify forking out the money for?

Mortal Kombat II looks an easier prospect. From what we've seen, there's so much new stuff in the game – moves, characters and so on that it's hard to start describing it. So *Shaq* is not going to have an easy time. However, *Shaq* does score highly in the speed of gameplay, the graphics and animation. It will be interesting to see what kind of a niche it will carve out for itself.

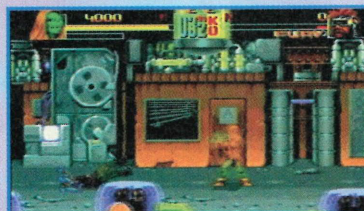
Reviewed in the last issue, *SSFII* will be waiting for *Shaq*...



The Mummy's defence shield looks like the bandages on a broken leg unwinding.



Plenty of electricity gets generated when the fighters get into the ring.



Don't put up with any messing around from ugly types like these. Have no mercy!



There's something about guys with green faces that makes me want to separate their heads from their bodies.

The speed of gameplay is fast but there is also a variety of speed settings.

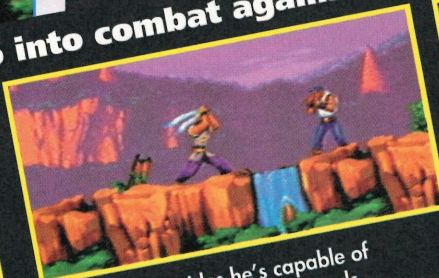
Check some of these out and prepare to go into combat against the forces of evil...



Beast excels at long-range moves – get inside his defences to win.



This is a great special moves – turn into a huge spiked ball bearing!



Shaq madly decides he's capable of taking on this guy with the swords.



Bam! Use those fireballs to victorious effect!

THE GRAPHICS

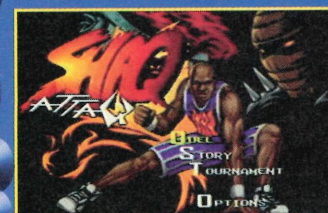
Two words: Delphine Software. Mega Drive veterans will be well

familiar with this company as they were the people behind *Flashback* and *Another World* (amongst others). Happily, they've turned their rotoscoping talents towards beat-'em-ups and you've got to see how smoothly the characters have been animated as well as the superb little touches (cloaks fluttering, 64-colour backgrounds).

The sprites are some 70 pixels high, which is ten less than used in *Street Fighter II*, and the movement of the characters is incredibly fast. Delphine reckon there's something like 30Mbit of data contained in the cart – of course, most of this is graphical information but it's still impressive to see just how fast and smooth the animations are.



ELECTRONIC ARTS
£TBA
OUT: SEPTEMBER



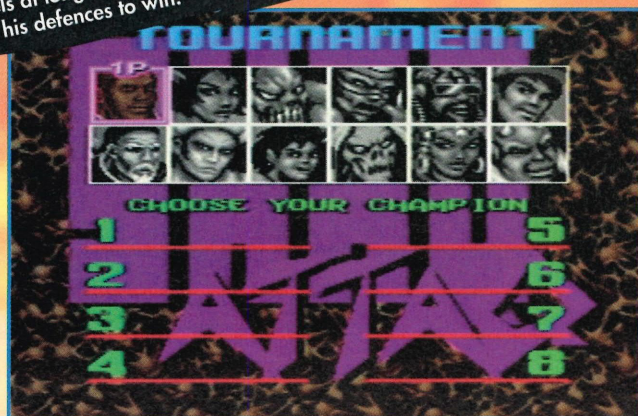
COMPLETION

1st IMPRESSIONS

I had some reservations about *Shaq* before I played the game, bearing in mind the kind of competition it's going to be up against, but I must say I was pleasantly surprised.

There are some excellent moves, the game is easy to pick up and play and the graphics are superb. Delphine's trademark fluidity is there for all to see. Not only that, but the characterisations are good, with plenty of differences in fighting styles, varying from the ponderous types to the nippy kung fu experts. There should be something for everyone when *Shaq-Fu* hits the streets.

There is a good variety of play options, from duel to tournament modes.



PREVIEW



MEGA DRIVE

Mark Hill gets very silly as he plays with a blob of stretchy, bouncy putty...

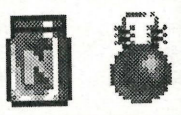


This is Putty – silly, blue and rather tacky.

PUTTY SQUAD

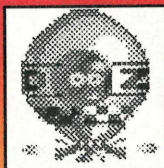
NITRO

When absorbed, this turns Putty into a plastic explosive! Putty can melt and leave Putty Bombs in the path of his enemies to blow them away. These bombs also make good sandbags for a number of differing situations.



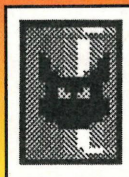
POD

Putty is able to call on his Space Pod from orbit so he can fly around the war zone for a limited amount of time using the A button to control his thrusters. If he is carrying Nitros he can drop bouncing bombs on the targets below.



CATFOOD

This is how Putty lures Dweezil – by absorbing this tin of Catfood and transporting it to any place that the cat's presence is required. By releasing this and punching it, this will bring Dweezil onto the screen at the can's coordinates.



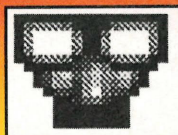
TRASHCAN

This is an emergency device that calls in Secret Agent X15. He's disguised as a pedal bin – dropping useful items next to Putty!



DISGUISE

This false nose, spectacles and moustache allows Putty to get past the GI Pups without being shot.



X-RAY SPECS

When Putty puts on these, he can see the secret doorways. Cool man!



CHILLI

The red hot chilli causes Putty to glow – allowing him to knock the enemies out simply by walking into them.



Remember Silly Putty, the blob of plastic tack that you could bounce like a ball, stretch, snap and use to absorb print from newspapers? Well now it's been turned into a game hero. Super Putty's a really elastic guy, shaping his body in many strange ways to cause his foes an array of mind-bending problems. There's a million things you can do

with a blob of tack you know...

The company giving MD owners the chance play with Putty is System 3, the former Commodore 64 specialists who produced classic titles such as *The Last Ninja*. Their Sega debut, *Putty Squad* is a platform game with a difference. Just take a look at the leading character. An amorphous blob he may be, but Super Putty has a number of tricks up his sleeve, from stretching and bouncing to an inflating ego (literally!), and the ability to melt when the need arises. Platformers need innovation nowadays, and Putty could deliver just that!

There are over 50 levels to *Putty Squad* (Jumble Street, Flimbo's Rest, The Secret Cupboard and Pub Headquarters are just four of them) – and considering this is a platformer,

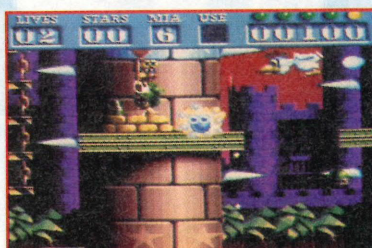
Putty inflates – and now he can float like a balloon! He can do many different things.



this looks like it'll be huge. Putty will meet over 40 different sprites, from Magic Fakirs (mysterious sorcerers who unleash bouncing bronze stompers on their hapless victims) to Crazy Robots (out of control), Maggots (yuk!), Firework Imps (demons who work for Scatterfish), Security Chickens (who lay egg bombs as they fly) and Sea Sponges (erratically moving lumps). It seems there's going to be a fair amount of variety in the foes Putty meets and the hazards he must overcome!

ALL IN A GAME

Over 50 levels, over 40 sprites, nine different Putty commands and a helper named Dweezil – there's a lot here. Putty is such a simple character, but as a guy who can be manipulated so easily, there's no end to the number of things he can do. His stretching and shaping makes for an entertaining and absorbing platformer – the kind that can be tackled with a number of different strategies.



Putty absorbs a Nitro to turn himself into a plastic explosive. Bang!



Putty spots an MIA he must rescue, but first he needs to get past these magical enemies. Stretching is the best tactic.



DWEEZIL THE GINGER CAT

Although Dweezil is Putty's partner, he does not like to cooperate and will only drop one of his time bombs if he gets to kick Putty's butt first (huh, huh, snigger, that's cool man – 'Beavis and Butthead'). Putty can punch Dweezil and knock him out for a minute so he can use his belly as a trampoline. Dweezil is safe from attack as GI Pups are pretty scared of him, but nasty cat Napalm can shoot Dweezil and render him unconscious for many minutes.



The crabs and fishes make this an aquatic enchantment under the sea for everyone except Putty. Time to absorb...



When Putty comes across some Catfood, he can lure Dweezil to any part of the level he wishes.



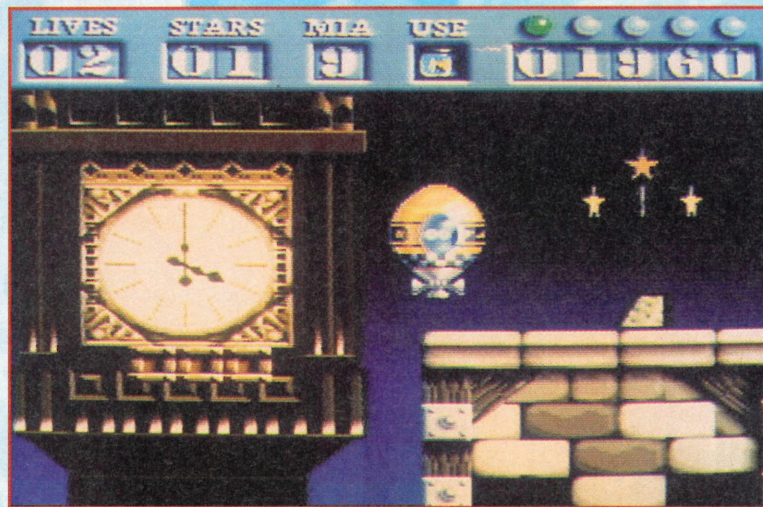
It's the yellow brick road, so where's the Wizard of Oz? Looks like Putty could do with a wizard at the moment.

CHEESE

The green (mouldy?) cheese will transport Putty to a secret location.



The ZID balloon floats into view as Putty comes across an enemy blocking a gap between the pillar and ceiling.



Putty floats past Big Ben. To the right of the clock lies a lump of cheese and a few stars. The cheese will transport Putty to secret locations.

THE STORY

The war between the Putty people and Wizard Scatterfish's barbaric lot had been raging for 20 years. Then Scatterfish finally had the last say, forcing the Putty people to withdrawal from the capital city of Klud.

The Putty nation became outnumbered by the Wizard's army of Demonic imps and self-motivated vegetables. The T2000 Terminator Carrots were the elite troops, terrifying their foes wherever their rooty little legs could carry them. The Putty people's fertile lands soon bore evidence of these skirmishes – declining by the minute as slimy spirits and evil creatures settled in as uninvited guests.

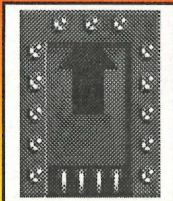
Many years later the United Nations received blurred photographs of Putty prisoners of war, held in captivity by the Wizard's forces. It was then decided that a 'Peace-Keeping Force' of UN Troops would be sent in to rescue them.

This force was made up of GI Pups, led by their Commander Napalm the Cat! But there were a few problems, and so the CIA got to the root of the matter with a new addition to the forces. It was a change that really would influence the vegetable plot of this whole story!

Napalm left his post as Commander and became a god of the Spotted Frog community. In his place came Super Putty and his feline companion Dweezil the Ginger Cat. Now the pair must parachute into hostile areas to locate and rescue MIAs and fight all the factions involved in the war...

LEVEL ACCESS

A level is completed when all of the MIA Putties have been absorbed and rescued. A door will open allowing access to the next zone or the main map if an entire sector has been cleared.



When Putty is on the move, his eyes don't always keep up with the pace of his body. It gives him more personality as a simple blob of tack!



SYSTEM 3
£TBA
OUT: EASTER

PUTTY SQUAD

COMPLETION

1st IMPRESSIONS

From the outside this looks much like any other run-of-the-mill platformer, but due to Putty's flexible character, this could well be one of the year's most entertaining and innovative games. Backgrounds are looking very colourful and cheery, sounds such as Putty's stretch are really neat, and the animation is set to give Putty a personality that'll appeal to all kinds of gamers.

This is due for release around October so look out for the review very soon.

SHIELD

This protects Putty from attack.



M.I.A. PUTTIES

These guys need rescuing to clear the area from airborne attack. Go find them!



STARS

Stars will enhance Putty's combat abilities...

10 Stars – Super Punch. Four times the power of a normal punch.

20 Stars – Blow Pipe. Fires a Putty dart.

30 Stars – Electrocution Prod. Instant death for all enemies.

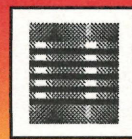
40 Stars – Terminator Putty. Destroys everything in its path.

A star is lost every time Putty is hit by enemy fire. A whole stream can be lost if Putty touches traps or fortifications!



SPRING

This device does away with the need for Dweezil. Putty can carry it around and access high platforms by releasing the spring and jumping onto it.



UNCLE TED

Yep, even Uncle Ted is a power-up (of sorts). His great talent is Hip Hop music. He just loves scratching and mixing on his record decks – firstly because he loves it and secondly because it'll draw the fire of Putty's enemies!

PREVIEW



MEGA DRIVE



In San Francisco, you have to shoot the bombs to save the Golden Gate Bridge.

Shooting it out amongst the slot machines in a Las Vegas casino.



The bigger Transport chopper is used to save passengers of a sinking ship.

Agent: Phil King 101. Mission: Infiltrate EA's HQ and steal blueprints for top-secret weapon to conquer the gaming world...

Rumour has it that the next title in the series will be called *Train Strike*, a platform game where you get to stand around aimlessly on a Wednesday morning. Only kidding – Electronic Arts' latest Strike game is just a tad more exciting than that!

The third of EA's helicopter shoot-'em-ups, *Urban Strike* is set in the 21st century, where world peace has been attained at last. That is until media mogul H R Malone recruits the now-unemployed military experts to help him build a super-powerful weapon and achieve global domination.

In the most action-packed Strike game yet, you play an agent in the United Special Forces, out to thwart Malone's plans. Unsurprisingly, this involves flying a Thunderhawk helicopter over the scrolling isometric landscapes, taking out enemy gunmen, futuristic vehicles, radar dishes etc with an assortment of guns, rockets and missiles.

However, at certain points in the game you can switch to a Transport chopper to rescue lots of civilians, or an Assault Tank to smash your way into enemy bases. There are also on-foot sections where you run through maze-like corridors, shooting it out against gun-toting baddies and hitting sensors to open doors.

The game's ten large levels take you on a trip around the USA, starting in Hawaii and ending up in Las Vegas. But with plenty of varied missions to undertake and hordes of enemies on your tail, this is no holiday!

SP

ALL IN A GAME

There are now ten levels rather than the originally planned 13, but EA have concentrated on packing more varied graphics and enemies into them.

Each large level comprises a series of missions to perform. These range from destroying enemy installations to rescuing drowning passengers from a sinking cruise ship within a time limit – this is where the larger Transport chopper comes in handy. Other tasks include transporting a crate of mirrors (being careful not to smash them into the scenery), rescuing prisoners from Alcatraz and defusing a bomb in one of the three on-foot levels.

As usual, passwords are given after each level and the landscapes are littered with useful ammo, fuel and armour crates to pick up.

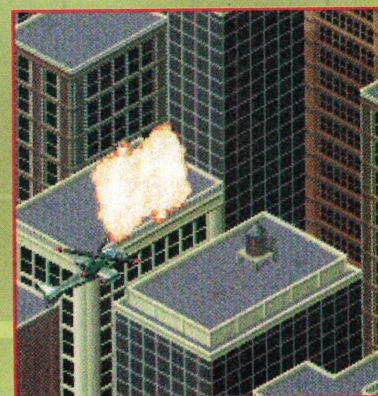
You also get to choose your co-pilot from a varied selection, all with different attributes.

URBAN STRIKE



Look at your high-tech watch to see the mission status screen, showing the locations of all the targets and crates to pick up.

After destroying a special truck, you pick a crate of mirrors which must be delivered to this barge. Be careful not to bash them into the scenery or they'll smash.



Look, I know New York's a dangerous place, but this is ridiculous!

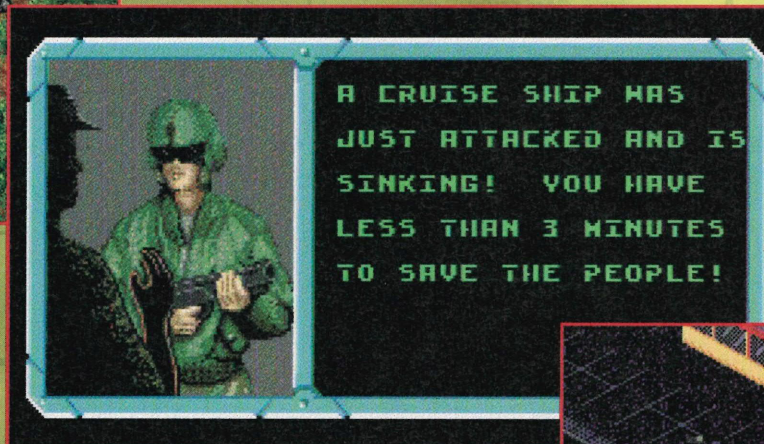


You know what these casino owners are like – they hate to see anyone winning! Don't you just love that tacky carpet?

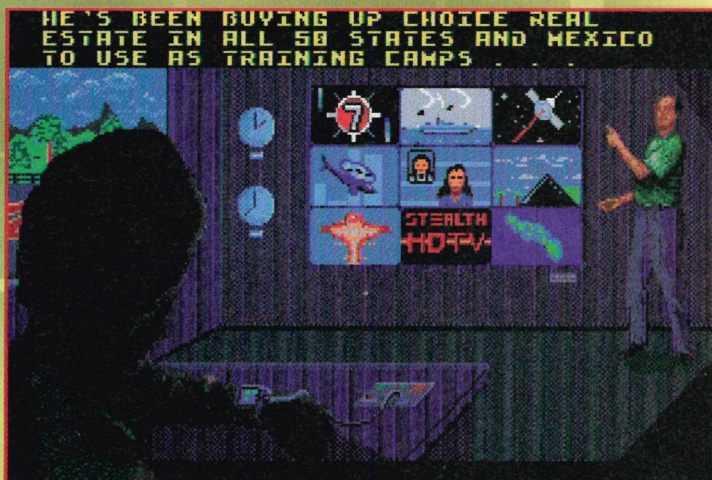
Pick up one of these smart bombs and you can drop it, destroying all the enemy tanks in the vicinity.



The Hawaiian jungle is packed with gun-toting enemies. Hit that truck and you may reveal a useful item.



A lengthy intro sequence illustrates the James-Bond-style story line.



(Above) At various points you have to perform missions within a strict time limit – fail and you have to start again.



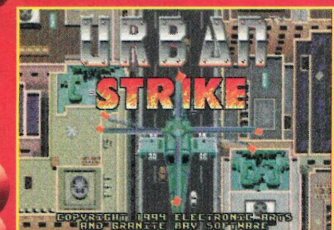
Fly through neon-lit Las Vegas at night – flashes from gunfire and explosions light up the scene.



The second level involves attacking a huge oil rig. Knock out yhr enemy guns and land to defuse a bomb inside.



ELECTRONIC ARTS
ETBA
OUT: OCT



COMPLETION

1st IMPRESSIONS

Now nearing completion, *Urban Strike* has come on a bundle since we saw it a couple of months ago.

All ten levels are now in place: there's just some final tweaking to be done, including adding even more enemies. This is shaping up to be the best *Strike* game yet, with improved graphics, far more action and better variety in the missions. It should certainly keep fans of the previous games happy with its considerable challenge, and boasts enough extra features to convert many sceptics. Watch out for the exclusive review in next month's *SEGA PRO*!

COMPARISON

Obviously there are many similarities to *Desert Strike* and *Jungle Strike* – you still get to fly your chopper around isometric levels. However, not only is *Urban Strike* bigger, it should be a lot better.

One of the main criticisms of the first two games was that there was often a lot of flying around with not much going on. Not any more – you hardly get a moment's peace as enemies continually attack from all sides.

Urban Strike also contains more-varied missions, including the use of other vehicles and on-foot sections. On the presentation front, there are more graphics packed into each level, with improved vehicle sprites and more-spectacular explosions and sound FX.



PREVIEW



NEW SKILLS

Remember the dimwitted original Lemmings? Well, the fluffy creatures are a lot more skilled these days. With their eco-friendly, nonviolent shiny new attitude, nobody has to get blown to pieces! If a Lemming has to be stopped in his tracks, you can make him sing! The furry bundle of green fluff will dance and groove away on the spot!

The new Lemmings' aviation skills are much improved. There

are hang-gliders, ballooners and some who can put on special wings. There's also a fan creating air currents: players will have control of this, putting a balloon's life in your hands. Oh, and not forgetting — there are caber-tossers, snake charmers, bongo-players and cannons to launch Lemmings too.

Expect to find special chains in this game as well. There are two kinds: iron and Lemmings chains,

which dangle from buildings. If there's a door in a building, the Lemmings can connect together, helping each other to reach new places safely. If the chain is broken though, Lemmings will scatter everywhere!

Take a look at just some of the skills available for each tribe...

Lemmings

Animal lover Mark Hill meets 12 Lemmings tribes and wonders if their new skills will save them from extinction...

Lemmings — the name really says it all. Little fluffy creatures, here again to tax your brains and cause yet more mayhem. With many new skills you'd think they would be more intelligent. Ah, but they are the practical type — they rely on your mentality to see them through their adventures! Oh, aren't they lovely...

Lovely indeed! Which was why *Lemmings* was an instant success, popular both on console and home computer. Executive business people even play this on their lap-tops at the office — *Lemmings* is one of those games you just can't put down until you've cracked it, right?

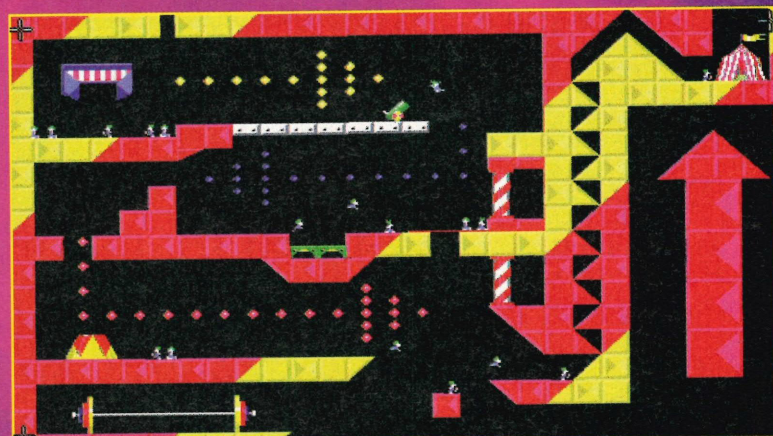
The big differences now from the original is that there are 12 different tribes. This means a variation in the culture of your average Lemming, and also the chance to check out their new skills! There will be 40 different trades, from stacking and hang-gliding to archery and fencing!

The Lemmings have adapted to the unique properties of their new island (apart from the Classic tribe who are just a bunch of old fuddy-duddies). This place is split into 12 themed scenarios, in which each tribe has the job of finding a piece of

a magic Talisman. When all 12 tribes have been safely rescued, the Talisman will be complete so the Lemmings can be taken by ship to safety.

Lemmings 2 could be one of the year's biggest titles. The new skills should give Lemmings lovers a big incentive to find out just how the fluffy animals have evolved on this island of theirs.

SP



The Lemmings hit the circus. They just love being fired from cannons — weeee!



Your lead Lemming builds a horizontal platform in one of the cave levels.



COMPARISON

The original *Lemmings* was a huge success on the MS. It captured the mental fun as well as the MD version did — simple to look at, stimulating to play. Receiving a modest Proscore of 83% in Issue 16 of *Sega Pro*, *Lemmings* proved to be a long-lasting success in the 8-bit market. It's been a long wait, but the sequel is sure to attract worldwide attention.



It's been a long wait, but the sequel is sure to attract worldwide attention.

BEACH

JUMPER
BOMBER
FLAME THROWER
SUPER LEM
RUNNER
ROPER
PYRAMIDER

CAVE

PLATFORMER
BUILDER
ATTRACTOR
JUMPER
FLAME THROWER

CIRCUS

JUMPER
LASER BLASTER
MAGIC BRIDGE
CLIMBER

CLASSIC

CLIMBER
FLOATER
EXPLODER
BLOCKER
BUILDER
BASHER
MINER
BEGGER

EGYPTIAN HIGHLAND

DIGGER
BZOOKA
FENCER
BASHER
FLAME THROWER

BZOOKA
PYRAMIDER
MINER
STACKER
BALLOONER

MEDIEVAL OUTDOOR

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PYRAMIDER
JET PACK
CARUS WINGS
PARACHUTER
STACKER

BALLOONER
MINER
PLATFORMER
STACKER
ROPER
PLANTER

POLAR

BUILDER
JUMPER
ATTRACTOR

SHADOW

PYRAMIDER
FLAME THROWER
JUMPER
MAGIC BRIDGE

SPACE

JUMPER
JET PACK
RUNNER
MORTAR
PLATFORMER
BEGGER
LEMMING

SPORTS

KAYAKER
MAGIC BRIDGE
BASHER
PLATFORMER
ATTRACTOR
JUMPER



PSYGNOSIS
ETBA
OUT OCT



COMPLETION

1st IMPRESSIONS

Wow! Lemmings 2 is looking huge to say the least. The 12 different tribes look like they'll provide gamers with hours of mind-bending mayhem. Just one word of warning though – this has a nasty habit of keeping you awake all night! We can't hide our enthusiasm for this 8-bit title. The MS may have one of its joypads in the coffin, but this could ensure there's still life in the old thing yet.

TALISMAN

The Lemmings are building a boat so they can leave the island. In the meantime they need to find this Talisman (it will guide their boat safely away). If a player can rescue at least one member from each tribe, the reward will be a Bronze Talisman. Rescue at least 50% or so from each tribe and the Silver Talisman is awarded. For the Gold Talisman, every Lemming must be rescued – Psynosis tell us this is possible!



OF EACH PIECE.

OF EACH PIECE.

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The Polar levels feature skiing Lemmings and lots of slippery ice.



In space, no-one can hear you scream "Oh no!"

The island is divided into 12 wedge-shaped sections – each a themed scenario to complete.

ALL IN A GAME

40 Skills, 12 tribes, loads of levels – this sequel is looking huge. Each of the scenarios can be played at will: so if you're stuck on one, you can leave it a while and try one of the others.

The ultimate aim of the game is to rescue all the Lemmings; but as a starter, one from each tribe will do! Watch out for the evil 'rogue' Lemmings wandering some of the levels – this is a new feature that'll crop up from time to time.

Graphically, much detail has gone into the animation of each sprite. As there are 40 different skills in total, the MS will clearly be stretched to the limit. There should be plenty of variety though – and this should do wonders for the long-term playability.



Time to walk like an Egyptian.



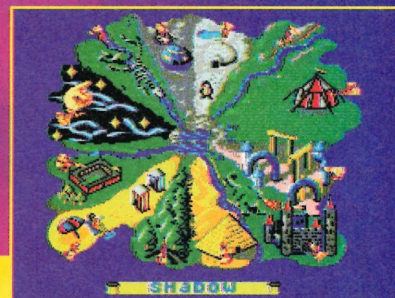
With Icarus wings Lemmings can fly!



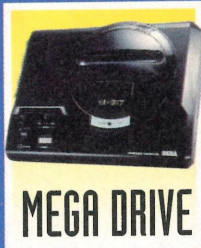
Float up with balloons!



The Shadow scenario is one of the weirdest.



W.I.P.

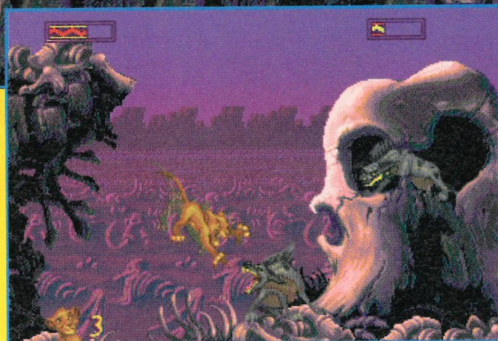


Things get spooky in the elephants' graveyard – surely no place for a young lad!

It's going to be Disney's mane event (sorry) this Christmas. And Virgin will be fighting tooth and claw to make the game a success too. Nick roams the plains in search of the story...



Like any cat, big or small, climbing and jumping is part of the job description.



VIRGIN
STBA
OUT: NOV

THE LION KING

COMPLETION

1st IMPRESSIONS

With Disney's legendary eye for quality allied to Virgin's technical expertise, *The Lion King* should be in a class of its own when it finally hits the streets later this year. *Aladdin* will be a hard act to follow though and Virgin no longer have the services of David Perry to call on. It will be interesting to see how the film is reflected in the game, as movie previews have indicated it has rather a dark edge to it. In particular, we hope the gameplay is a step forward from that contained in *The Jungle Book*.

Oh oh. Looks like there's aggro afoot! Don't let these nasty hyenas get the better of you.



Watch out for huge rocks like these – they could make a nice lion paté of you if you're not careful.



Ugh! If you're at all phobic about insects, you'll want to steer well clear of this screen.

After blockbusters like *BEAUTY AND THE BEAST* (the film, mind, not the terrible game) and *ALADDIN*, Disney's appetite for a good ol' animated movie has been growing. And *THE LION KING* is their latest.

Disney have had some 600 people on the project over the last three years, have visited Africa for inspiration (which ended up reflected in spiritual characters like Rafiki the shaman baboon), and have forked out for computer-generated scenes like the two-and-a-half-minute wildebeest stampede which is supposed to knock the 'Aladdin's Cave' sequence out of the fight.

As you'd expect, Virgin have the licence (cost them over \$20million from what we hear) and the title will be ready in November.

SP



ANIMATION

Disney have been paying an extraordinary amount of attention to the game. Virgin's European boss Tim Chaney explains: "There was a big debate about the lion running. Our guys showed their work to Disney and said, 'Here's the lion running, OK?' Disney told them it wasn't a lion running at all. Our guys were a bit baffled – 'it's a lion and it's running, so yeah, it's a lion running.'

"Disney then told them, 'There's no such thing as a lion running. Is it running from something? Is it running to something? Is it running because it's scared? Is it running because it's hunting?' They pointed out about 20 different ways a lion can run and for our guys it was back to the drawing board."

Ah, now there's nothing better than a quick sprint across an African plain, is there? Hum.

ALL IN A GAME

The game itself will follow the life of Simba (the hero) as he grows up and confronts his father's killer, Scar. To achieve this, the game is coming as a 24Mbit cart and is split into two parts. The first tells the story of the life of young Simba, the second the story about Simba the lion prince trying to reclaim his lands.

The game will play over ten levels (plus two bonus rounds) changing from a light-hearted to a serious approach. Patrick Gilmore, Virgin producer says, "The game's style includes action taken from unusual points of view. In one level, Simba races to stay out of the way of a stampede. And in another, when Simba approaches a gorilla obstacle, he responds one way. But with each interaction with Simba, the gorilla grows visibly more irritated."

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MEGA-CD

Phil King takes a ride back in time to discover the funniest racing game since the invention of the wheel...

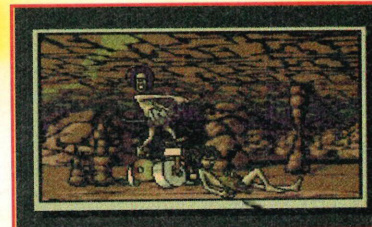
Having stunned Mega-CD owners with groundbreaking shoot-'em-ups like *Thunderhawk* and more recently *Battlecorps*, Derby-based Core Design are applying their 3-D expertise to the racing genre. Their new game *BC Racers* mixes *Mario Kart*-style action with a jokey prehistoric theme and some wacky caveman characters.

Originally titled *Chuck Rally*, the game was to have starred platform heroes Chuck Rock Snr and Jnr. However, Core decided they needed some new stars for this revolutionary racer, hence the introduction of Cliff Hanger and Roxy. Caveman biker Cliff dreams of owning the ultimate boulderdash bike, the first prize in a crazy BC sidecar race. So he signs up immediately, dragging gorgeous girlfriend Roxy along for the ride.

Taking place in varied prehistoric environments, the racing action



Splat! Run over pedestrians without getting done for joyriding!

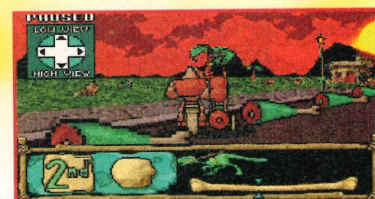


After every race you get a prehistoric photo of the winners celebrating in the race location.

BC RACERS

sees Cliff & Roxy competing against seven other zany sidecar teams, who can be punched as you speed past. Nitro-boosts are collected after every lap and you can ride through the pits to top up your energy – too many crashes and your bike's power is reduced. Finish in the top three to earn points in one of four eight-race championships.

Side-splitting scenes include running over hapless pedestrians, thumping opponents off the road, leaping over humpback bridges, and taking short cuts through prehistoric road cones. This crazy game looks set to give racing fans a yabba dabba doo time.



Cliff and Roxy take a detour into the pits to top up their energy.

ALL IN A GAME

As well as controlling star characters Cliff & Roxy, *BC Racers* lets you race for six of the other seven sidecar teams – the exception is the dinosaur Stiggy Saurus who rides alone.

The game contains a total of 32 tracks, divided into four progressively harder eight-race championships. To win the boulderdash bike, and see a spectacular FMV end sequence, you have to win on the hardest level.

Races take place in eight different environments: city, graveyard (set at night, with a neat headlight effect), desert, jungle, swamp, snow blizzard, caves and volcanoes. Each of these contains unique hazards such as stampeding dinosaurs, huge chasms, lava pools and rivers.

Unfortunately the planned split-screen head-to-head mode has had to be dropped: programmer Dan Scott explains that unless they'd reduced the number of on-screen colours to 16 (instead of 64) it would've been too slow. However, there is a cooperative two-player mode where the second player controls the passenger's punching and leans left or right to help the bike around corners.

ROCKY RACERS

There are eight racing sidecar teams in the game, each with different strengths and weaknesses...



CLIFF HANGER & ROXY

The stars of the game and the perfect cave couple. Roxy may look sweet, but she packs a hard punch.

Team: Cliffhangerin' Howlers Inc
Strength: Medium
Speed: Medium
Manoeuvrability: Medium
Weapon Power: Medium

AXLE ROADS & WILLY MAMMOTH

Sharp-tusked Willy teams up with the riotous Axle, whose bike has plenty of power.

Team: Crash 'n' Burn Cars
Strength: Medium
Speed: High
Manoeuvrability: Low
Weapon Power: Medium



BOB HARDLEY & JIMI HANDTRIX

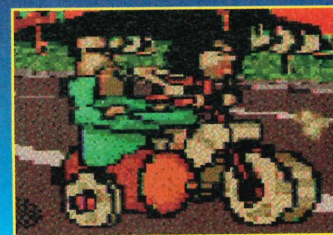
Bob steers while his mate Jimi plays his electric guitar – which he loves to swing at opponents.

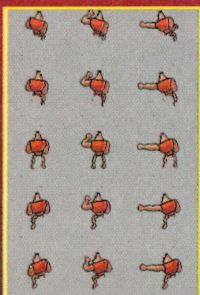
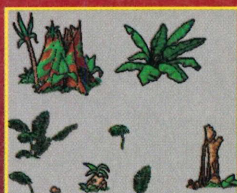
Team: Hardley Dinoson
Strength: Low
Speed: High
Manoeuvrability: Low
Weapon Power: Low

BRICK JAGGER & GARY GRITTA

The baddies in the game, these old rockers have the best bike stats of all the racers.

Team: Datstone Motors
Strength: High
Speed: High
Manoeuvrability: High
Weapon Power: High

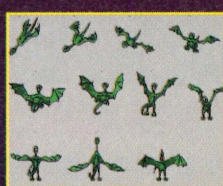
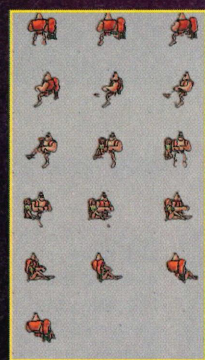




SCALED SPRITES

Core have employed a tweaked version of the graphics engine featured in *Battlecorps* and the forthcoming *Soulstar*. This uses the Mega-CD's sprite-scaling capabilities to create high-speed 3-D graphics in 64 colours. In true *Virtua Racing* style, the track can be viewed from two angles: directly behind the bike or from the air.

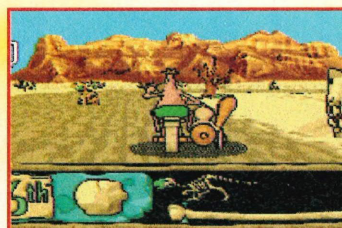
Graphic artist Toby Gard has created a huge array of sprites and scenery using an Amiga 1200 running *Deluxe Paint III* and *Real 3D*. All the racers use the same bike graphic which has 16 frames of rotation: the character sprites are masked so they can simply be overlaid onto it.



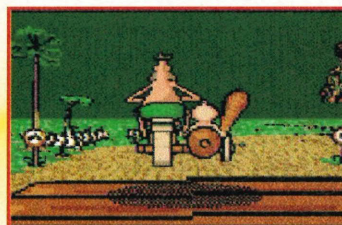
the rear five views of their bike, which thus combines around 50 frames of animation in all.



Rolling over a bridge in the caves.



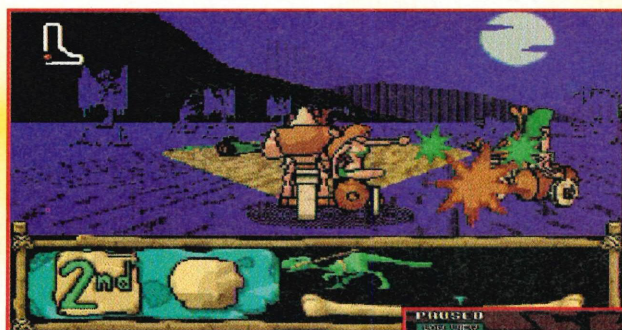
The Chucks are lost in the desert with little dino-power left.



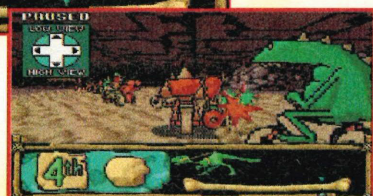
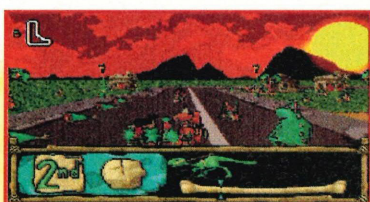
Chuck Rock and son leap over a bridge in the jungle.



There's no time for shopping. Anyway, everyone knows Woollyworths stock prehistoric records!



While Cliff steers by his headlight, Roxy punches opponents Sado & Sid off the road.



It's total mayhem at the start of another race in the caves.



CHUCK ROCK & CHUCK JNR

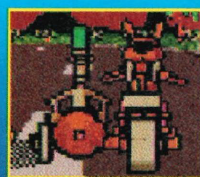
Relegated from the starring role, but still in the race. Little Jnr bashes opponents with his club.

Team: Chuck Motors
Strength: High
Speed: Low
Manoeuvrability: Low
Weapon Power: Medium

GRANITE JACKSTONE & TEENA BURNA

These disco divas are determined to prove women drivers are the best. They're pretty tough.

Team: Dirtybike Corporation
Strength: High
Speed: Medium
Manoeuvrability: Medium
Weapon Power: Low



SADO-TOOTH TYGER & SID VISCIOUS

A vicious-looking punk pairing: never mind the boulders, just get out of their way!

Team: Cave-punk Cars Corporation
Strength: Medium
Speed: Medium
Manoeuvrability: Low
Weapon Power: Medium

STIGGY SAURUS

Slow and cumbersome, the huge green dinosaur is the only character you can't control.

Team: Bike-o-saurus Inc
Strength: Low
Speed: Low
Manoeuvrability: Low
Weapon Power: Low



CORE DESIGN
£44.99
OUT: OCTOBER



COMPLETION

1st IMPRESSIONS

So far there's no sound and only two of the tracks are complete, but *BC Racers* already looks like a winner. All the backdrop graphics are now complete, so the programmers are now concentrating on using them to piece together the remaining tracks. The game's been tweaked and improved a lot since its *Chuck Rally* days and now seems to have the gameplay to match its brilliant cartoon graphics and wacky humour.

COMPARISON

With its zany cartoon characters, texture-mapped tracks and even short cuts, *BC Racers* is very reminiscent of *Super Mario Kart* on the SNES. The choice of camera angles is straight out of *Virtua Racing*. Unlike both those games, there's no split-screen two-player option – although this will be included in the forthcoming Mega Drive 32 version.

On the Mega Drive there hasn't previously been such a rib-tickling racer: the nearest thing is probably *Out Run*. Meanwhile on the Mega-CD there are only two other racing games yet available: the highly realistic F1 simulation *Heavenly Symphony* and Core's unfortunate *Jaguar XJ220*. Hopefully we should have a review of Mindscape's soon-to-be-released *Mega Race* in this issue.



EQUIPMENT



Persuadertron:

A brainwashing device that lets you capture people.



Flame-thrower:

Emits a stream of flames, setting enemies on fire.



Pistol:

The least powerful gun, this is what you start off with.



Shotgun:

Better than the pistol, but still has low rate of fire.



Uzi:

The classic machine gun fires a rapid stream of bullets.



Mini-Gun:

Even better than the Uzi, with rapid fire and a longer range.



Long Range Rifle:

The longest-range weapon, great for sniping from a distance.



Laser Gun:

An extremely powerful weapon with a long range.



Gauss Gun:

A portable rocket launcher producing massive explosions.



Medikit:

An essential item to take, it restores an agent's health.

Cyborg gangsters patrol the city streets, gunning each other down with heavy weapons. Phil 'Godfather' King joins the mafia of the future...

Most famous for their *Populous* games where you control a whole world, top developers Bullfrog have an altogether more nightmarish vision of the future for our planet. You may think Virtual Reality sounds really cool, but be warned: it screws you up. In the 21st century, the people have become slaves to this high-tech 'drug' — and to the gun-toting crime syndicates that control it.

So in *Syndicate* you'd expect to be a do-gooder hero, fighting against these evil villains? Think again. Unusually for a video game, you get to play a scum-sucking baddie! As an executive of the small European Syndicate, your aim is to expand its influence throughout the globe by gaining control of more territories.

This is achieved by sending up to four cyborg agents into each territory to carry out a mission — these include killing enemy agents, assassinating politicians and kidnapping scientists. Your agents are shown from above in an isometric environment, and can be moved around individually or as a group.

Each agent can carry an assortment of weapons such as pistols, Uzis, mini-guns and rocket launchers. All these result in violent, bloody deaths for your enemies — and any unfortunate civilians getting caught in the cross-fire! Find a car and you can even do drive-by shootings. Most horrific of all, you can turn enemies into screaming fireballs with a

burst of flame-thrower.

Perhaps even more controversial, it's possible to temporarily enhance an agent's speed, intelligence and firing accuracy by injecting him with up to three special drugs. Cranking up the drug levels to full turns your cyborg into a maniac, gunning down people automatically. Ironically though, overuse leads to drug dependency, requiring ever-larger doses for any effect!

With its intriguing cyberpunk scenario, ultra-violent gun battles and a very strong tactical aspect, *Syndicate* certainly promises to keep gamers hooked.



PSYCHO CYBORG

You can upgrade your agents' body parts several times...

Brain:

For better intelligence when acting automatically.

Chest:

Reduces damage from hits and lets you self-destruct!

Arms:

Let you carry more equipment without slowing down.

Eyes:

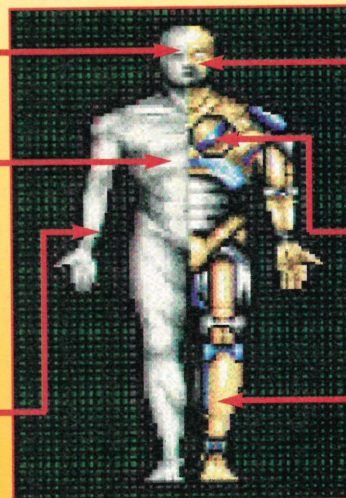
Improve shooting accuracy and awareness of danger.

Heart:

Improves the agent's overall strength and durability.

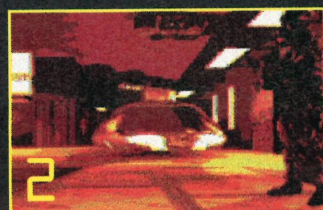
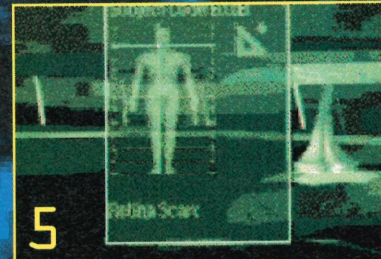
Legs:

Let your agent move at much greater speed.

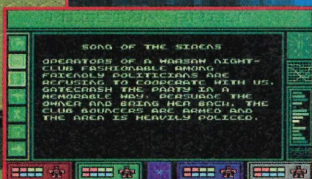


SYNDICATE

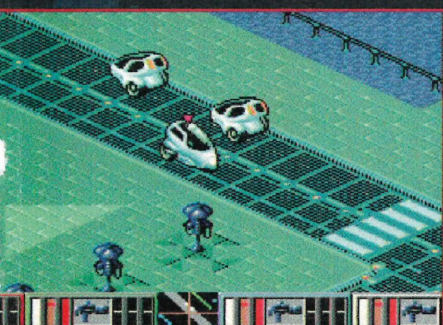
The rendered intro shows how a syndicate recruits its cyborg agents.



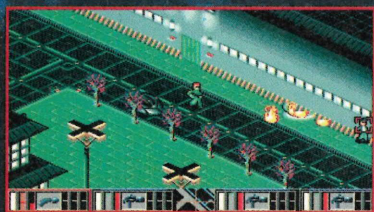
Another shootout with black-coated enemy agents ensues. You've already lost a cyborg.



You get a briefing for each mission: some are very funny!



Find a car and you can zoom around the levels at much greater speed.



(Below) Choose the next territory to conquer on the world map.



ALL IN A GAME

Syndicate's world map has 50 territories to conquer, entailing all sorts of different missions. Before each of these, there's the chance to upgrade your cyborg agents with better body parts to improve their performance. You start out with a pool of eight agents, and up to four can be sent on any mission. Extra weapons can be bought to arm them to the teeth, along with useful items such as medikits and radar scanners. However, if an agent's carrying too much he'll be slowed down, so you need to equip him carefully for the mission in hand.

Initially only a small amount of equipment is available – more advanced weaponry can only be developed by spending lots of money on research. Cash for all this stuff is earned by setting the tax rate for each conquered territory – too high and the people revolt, requiring you to repeat that mission.

The more territories conquered, the more money there is to spend on equipment – and you'll certainly need it for the later missions. Conquering the whole world is a huge challenge, requiring a combination of clever tactics, quick shooting reactions and complete ruthlessness.



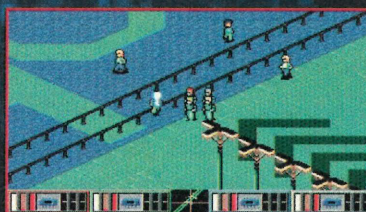
(Left) Your group of agents gang up on an enemy.

A civilian is brainwashed by your Persuadertron device.

It's up against the wall for these unfortunate civilians. Sadistic stuff, eh?



An enemy agent is set on fire – he'll take a few seconds to burn to death.



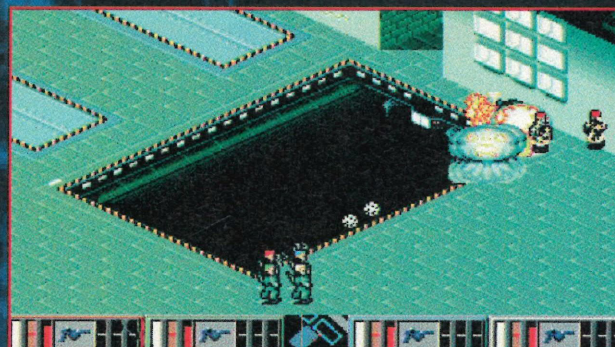
ELECTRONIC ARTS
ETBA
OUT: OCT



COMPLETION

1st IMPRESSIONS

Syndicate originally appeared on the Amiga and PC, where a mouse was used to control the agents. So it was interesting to see how it would work with a joystick. Well, at first it's a bit tricky as there are so many commands to access, requiring combinations of buttons and D-Pad. But you do eventually get used to it. Graphically the game has a slightly different style, but is still very atmospheric and violent with lots of explosions and people being set on fire. Best news of all is that the game features 50 all-new missions, completely different to those in the computer versions. With a passcode given after each mission, it promises to be an enjoyable challenge.



Blammo! The Gauss Gun rocket launcher is explosive and effective.



Civilians often get caught in the mayhem, with fatal results!

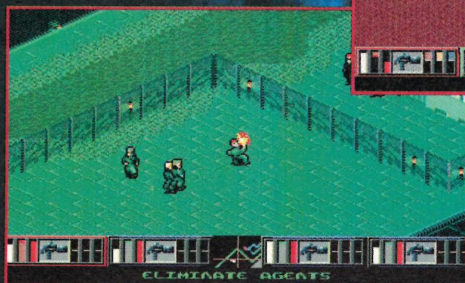
SYNDICATE



Arm each agent with up to six weapons or items.



Raging gun battles happen all the time in this gruesome game. It's kill or be killed.



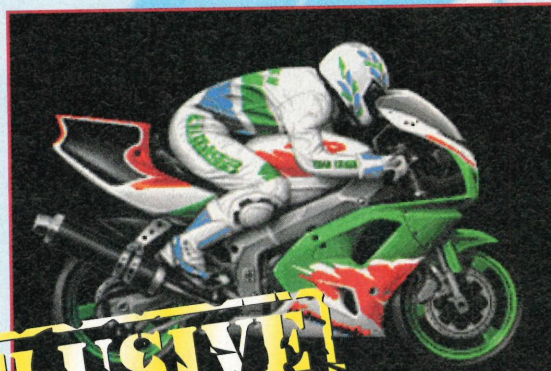
One of your agents takes a direct hit.

COMPARISON

There's never been a game quite like *Syndicate*, but its scrolling isometric graphics are akin to those seen in EA's *Desert/Jungle/Urban Strike* series. Of course, in those games you control a helicopter (although there are some on-foot bits in *Urban Strike*), but the genocidal shoot-'em-up action is similarly destructive *Syndicate* has all that and more with the addition of lots of strategic options.

The game *Syndicate* plays most like is the forthcoming *Cannon Fodder*. Although this features a completely different graphical style, the way you control a group of soldiers shooting lots of enemies is very similar.

W.I.P.



EXCLUSIVE

Kawasaki SUPERBIKES

Kawasaki Superbikes is a death-defyingly exciting motorbike simulation that uses the same graphics engine as F1. Jason Johnson tests the track to see if burning rubber on two wheels can be more fun than in four.

Domark's F1 motor-racing sim is a timeless piece of software that will always be one of the best titles in its high-octane genre. Now, the Putney-based publisher has regrouped its star programming team to work on what is already looking like a world-beater. Can the transition from four wheels to two retain the resounding success of their first racing simulation?

The early work-in-progress version SEGAPro was shown in a steaming underground complex dungeon known as The Kremlin, already shows huge promise as it speeds along on its primitive form. In fact, fast is an understatement as you reach almost 200mph, clinging on for dear life. At the time of viewing this October release, only the first-person perspective had been put into action.

Life on the open road with the wind blowing in your face. You just can't beat it.

However, a third-person viewpoint similar to *Super Hang-On* is to be incorporated very soon.

Showing a strong resemblance to F1, *Kawasaki Superbikes* is expected to be equally exciting to play. Not only is the in-game speed already frighteningly fast, but cornering is extremely realistic as you bank one way and then the other, side hoardings blocking your view of the road ahead as the engine gears scream from high to low.

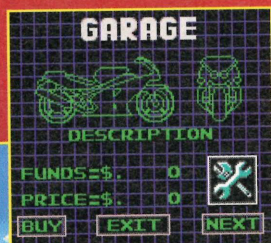
Aside from the sampled sound FX a variety of music is supplied by Domark's 'into the 'ardcore' maestro Mike Ash. His background includes vinyl releases on the underground label Rising High and a connection with Jesus Jones (currently cleaning up their new album which is rumoured to touch on more of a techno trip). Indeed both Mr Ash and Mike Edwards, lead singer of Jesus Jones, have worked on the music for Domark's Mega-CD game *Flying Nightmares*. Expect to enjoy.



Check out the quality of this Game Gear screen shot. Great colours or what?



Lean into the corners, but watch you don't scrape the skin off your knees.



GAME GEAR

The handheld version of Kawasaki features surprisingly fast and colourful graphics.

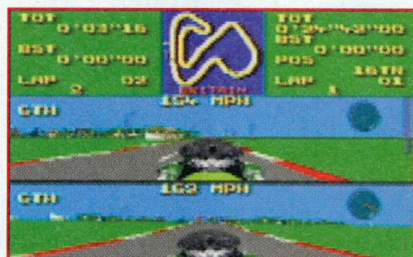


MOTORBIKE BLUES

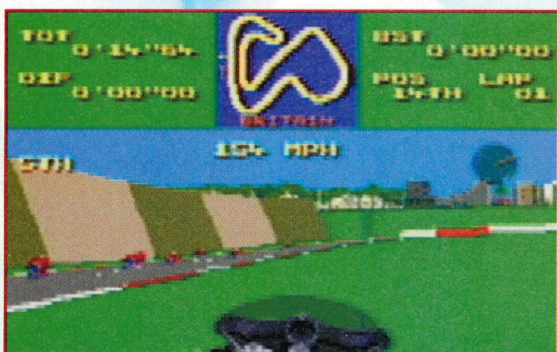
Motorbike racing games are a rare commodity on the Mega Drive. *Super Hang On* still stands tall as the best, but you can add the popular *Road Rash* series to the tally. Interestingly enough, a Mega 32 title *Super Motocross* is in the pipeline, so it looks as if Domark have timed their launch to perfection.



An early shot of the split-screen action. You can be sure it's great fun to play.



A useful cheating tactic to deploy if you're losing is to pull the joy-pad so the console falls off the table. It works every time.

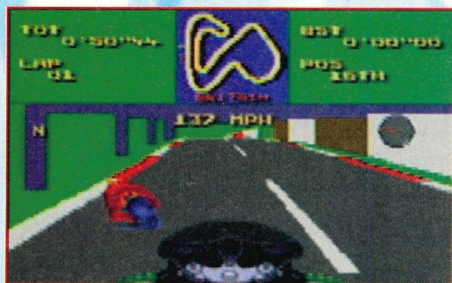


Lose control of your bike and flipping into the grassy sidings is a dead cert.



ALL IN A GAME

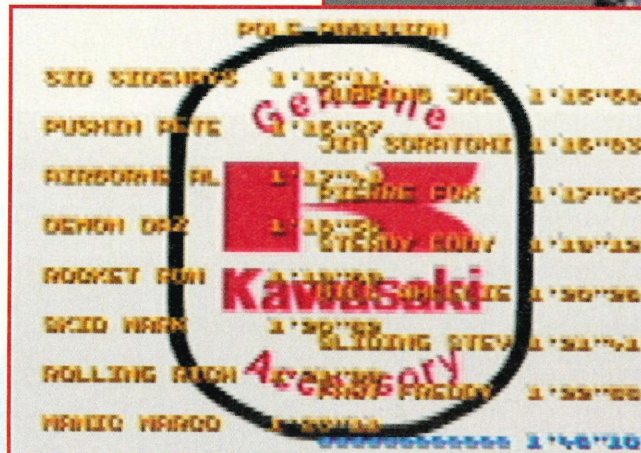
Let's get back to basics for a minute and checkout the foundations for *Kawasaki Superbikes*. Boot up the 16Mbit cartridge and you are presented with various options screens. Select from a one- or two-player race, four difficulty levels and one of 14 tracks, including an eight-hour Suzuka endurance test. Each race is fiercely competitive as you battle against 11 other riders through twisting chicanes at breakneck speeds, often exiting into straights at a top speed of 180mph. Crash, and an FMV sequence (still to be added) is screened, adding to your already damaged ego and letting your mates have a good chuckle. Kawasaki's endorsement will see that the trackside is littered with advertising hoarding and, of course, the green and white team colours, but as you can see from the screenshots these are still to be implemented.



Though at a very early stage, the trackside graphics are already looking hot.



At the end of a race the times of every rider are neatly presented for you to look at.



DOMARK
£TBA
OUT: OCTOBER

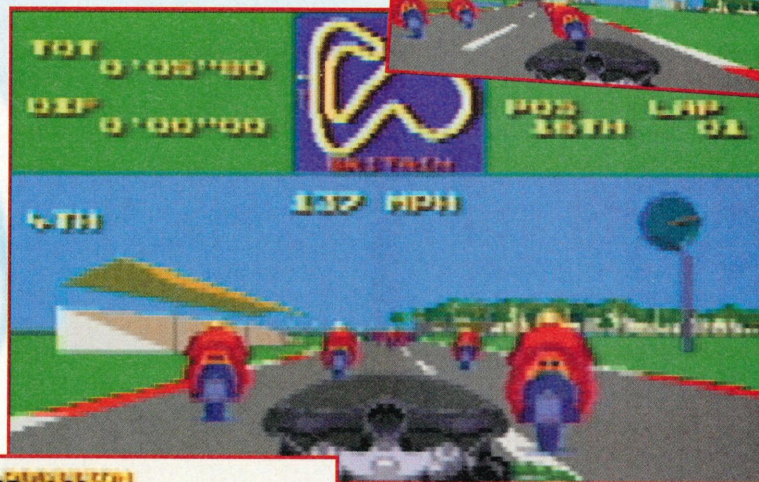
Kawasaki
SUPERBIKES

COMPLETION

1st IMPRESSIONS

Motorbike racing is the most thrilling motorsport in the world, so accurately translating that feel onto the home console is a mountainous task. Domark are very close to finding the demanding formula of realism, playability, fun and enjoyment, and when they do you can be sure *Kawasaki Superbikes* will turn out to be the greatest motor-racing simulation ever. If your cartridge collection doesn't quench that thirsting desire for fun, be patient. We could be in for the ride of the century.

A look at the tracks gives you some idea of the variety in the races.



Full power on the throttle... and they're off for a gruelling test of nerves and endurance.

More split-screen action. Remember, you can race against a human or CPU opponent.



PREVIEW



GAME GEAR



A 2,000 point bonus can be rounded up to a rather more impressive 5,000 and an extra ball.



Wizard PINBALL

Jason Johnson flips out as he battles to fight the dragon and save the world, or something along those lines anyway.

Game Gear owners — GET EXCITED! *Wizard Pinball* is on its way. The groovy gamers that brought us *F1* and *Desert Strike* are compiling a pinball flipper due to be fired into the shops very soon.

First and foremost the controls are the most important attribute of any pinball game. If the flippers don't flip, as I'm sure you have experienced many times over the years, the ball feels lifeless and the game soon loses its appeal. Thankfully, The Kremlin, Domark's in-house programming team, have made this priority number one and spent months perfecting each flipper.

Next in line is the variation. It's no fun playing the same table time and time again. *Wizard Pinball* features a choice of



Hitting the portcullis on the right of this screen reveals even more hidden treasure and, maybe, a bonus room.

five tables as you battle to defeat the wizard and his onslaught of cronies. Bonus rooms add to the already mountainous selection of prize areas — and new and old options, along with a two-player link, make this a hotshot piece of silicon.

Domark expect *Wizard Pinball* to be the perfect hand-held video game... we shall see.

During play, messages scroll across the screen to tell you how many bonus points you have just won.

Look carefully at the shot above and you may notice the dragons have taken hold of the balls. Now for an extra special bonus room.



Nothing much happens at this screen but it's accompanied by a groovy piece of background music that sends a real chill down your spine.



IS THIS A DREAM?

Curious what the full table in Wizard Pinball looks like and what does what? This map should do the trick. The ball is fired from the bottom right into the top section of the table. From then on it's up to you to score a few thousand points.



The Bonus Room. Kill the mummy!



You have just been awarded a 400 point bonus. Well done.



DOMARK
ETBA
OUT: SEPT



COMPLETION

1st IMPRESSIONS

Pinball is a great game and this is the best video-game conversion I've played for ages. The graphics look and feel authentic, though there seemed to be room for improvement so far as the flippers go. Every now and then the contact between them and the ball was a little dubious, but seeing this is an early version it should be cleared up before the final game, which we're eagerly awaiting, comes in for review.

Light the MAGIC letters and strange things happen to your score. Untold riches are now yours.



This is the Game Over screen. It flashes onto the screen every time you finish a game. Avoid at all costs.

ALL IN A GAME

Wizard Pinball is a pinball game. Pinball requires you to operate a series of flippers as a steel ball (or computer sprite in this case) is buffeted around a table. The table features various bonus sections and buffers, which if hit result in points tallying onto a rapidly increasing score. The better the score the more extra balls, replays and bonus levels you will win.

Featured in this video-game conversion is a series of bonus rooms that you can only access by hitting a certain area on the table. Enter a bonus room and you're challenged to complete it, including killing the Mummy or something like that. Defeat all bonus-room guardians and you'll be thrown into the final area, governed by the wizard. Kill him and it's game over and roll the credits.

PREVIEW



MEGA DRIVE

NHL[®] 95

The blue offside line. An attacker's not allowed to cross this before the puck. You can turn offsides off.

The centre circle is where the action starts. As in NHL '94, there's the logo of the home team.

These circles are where the referee restarts the game with a face-off after an offside or penalty.

Wham! The action is realistically hard-hitting – although not quite as violent as in *Mutant League*!

ALL IN A GAME

The main difference to the previous NHLs, and a surprising one at that, is the new rink. Not that it's radically changed (the viewing perspective is still the same) but it looks more high-tech. The glass panes have been replaced by a suave, curvaceous (steady on!) barrier that would look more at home in some Art Deco freak's abode. It's stunning. The whole game has been given a much-needed facelift and looks far better for it.



Yessss! The Edmonton players celebrate another great goal. The scorer and any assists are credited.

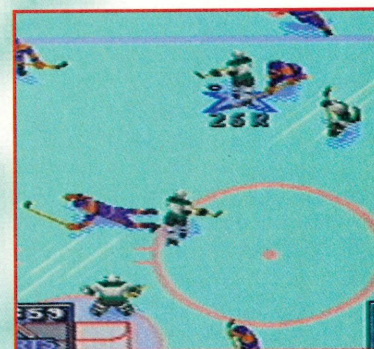
Phew, what a goal-mouth scramble. Watch it all again in slow motion on the optional instant replay.

EA have just revealed a considerably updated version of last year's smash ice-hockey game. Jason Johnson was first on the puck.

Before we proceed, a quick questionnaire to test your general video games knowledge: 1) Who are the kings of the sports simulation? 2) Who made, and repeatedly update, the best ice-hockey game ever? 3) Which publishing house is based in Langley and boasts the EA Sports label? If you answered Electronic Arts to all the above, give yourself a pat on the back!

Developed in the US by Electronic Arts' high-profile sports simulation label EA Sports, NHL '95 is an expected addition to their already epic ice-hockey series. Since the original

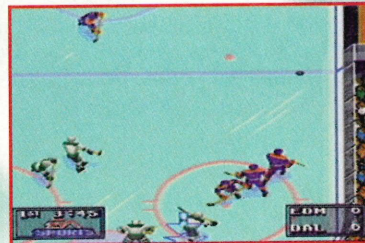
EA Hockey we've been treated to two more doses: NHLPA Hockey and NHL '94. So with all this choice do we really need, or want, another ice-hockey sim? To give EA the benefit of the doubt, let's take a peek at what extra features the latest smash has to offer.



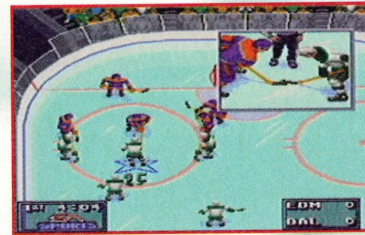
Ha ha! A quick trip with the stick and an opponent ends up flat on his face. Let's hope the ref wasn't watching!



The net-minder has held onto the frozen puck for too long, so the referee awards a face-off in one of the red circles.



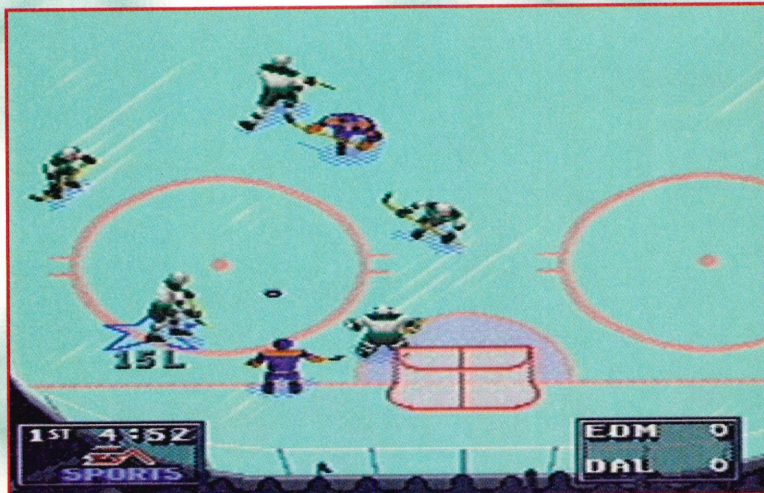
It looks like another mad chase to see who'll reach the puck first.



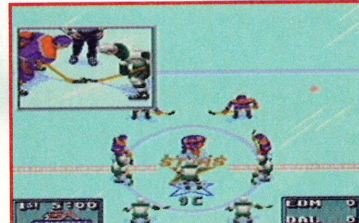
Nice try, but the goalie's got hold of the puck again - he'll take some beating.

NEW FEATURES

Aside from NHL '95's good looks there are more options than ever before. The most welcome one has to be a league tournament. Now the age-old complaint of being stuck with the easy tournaments is history and its long-term playability rating goes through the roof. A special mention must be made about the newly improved gameplay. Taking the best attributes of NHL '94, it manages to go one better by erasing any annoyingly predictable scoring routines. Add a comprehensive playoff option and we're again bordering on temptation.



The puck is near the goal, but it'll take skill to get it in - you can't rely on predictable scoring routines any more.



The match begins with a face-off in the centre circle. Wait for the ref to drop the puck, then go for it!

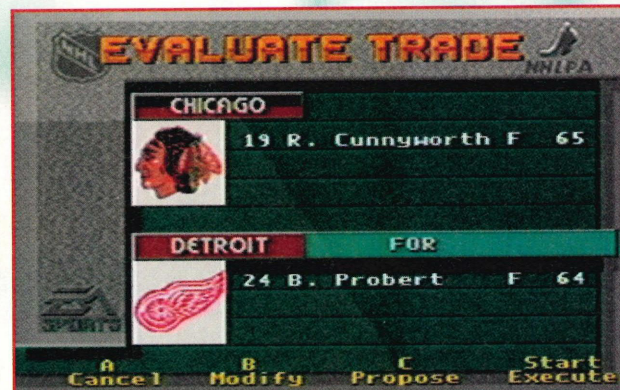
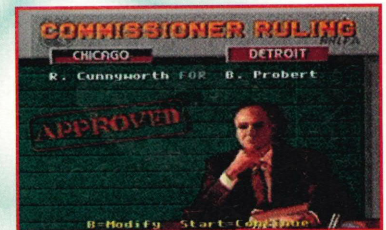
ELECTRONIC ARTS
ETBA
OUT: OCT

NHL '95

COMPLETION

1st IMPRESSIONS

NHL '95 is without a doubt the most electric ice-hockey simulation ever. It looks and plays fantastic. The sound effects and music have been upgraded somewhat and the tweaked gameplay calls for a mammoth celebration. The playability is absolutely superb and easily outshines the Mega-CD's NHL '94. For a change it looks as though this upgrade is well worth the expense, and if you don't already have a NHL game it's time to start saving those pennies.

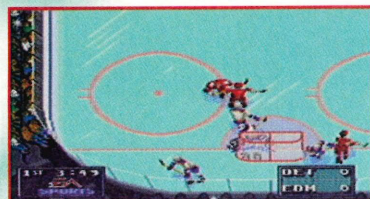


Now here's a new thing. To make the league season that bit more realistic, you can even trade players with other teams. Neat.



At last there's a league option. Use the calendar to see which opponents you have to face in each month of the season.

Is it in the net? It's just as well they have that flashing red light for goals.

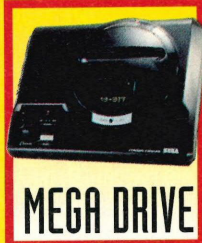


Just wide! The red team have a defenders handy to pick up the loose puck and start a counterattack.



Hey, what happened to old Ron Barr? Oh well, this new bloke gives you the low-down on the teams and their players.

PREVIEW



Sufferin' succotash! Sylvester bumps into the bulldog Spike in the luggage compartment of a moving train.



To avoid cat-hating characters Sylvester can hide in various items – but only for a limited time.

That mean ol' puddy tat gets splatted, but as in the cartoons he's soon up chasing after Tweety Pie again.



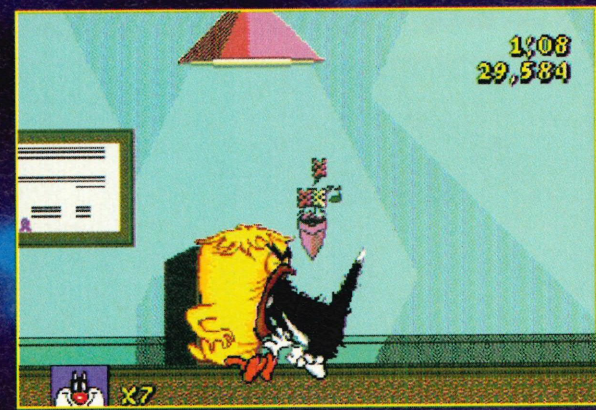
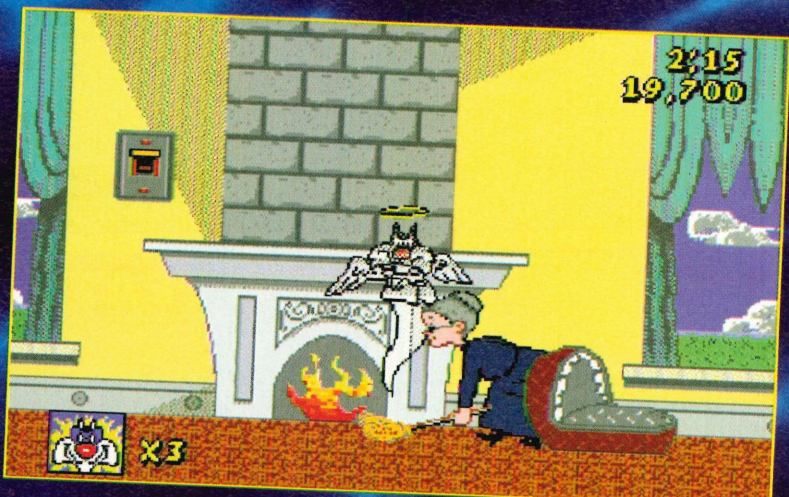
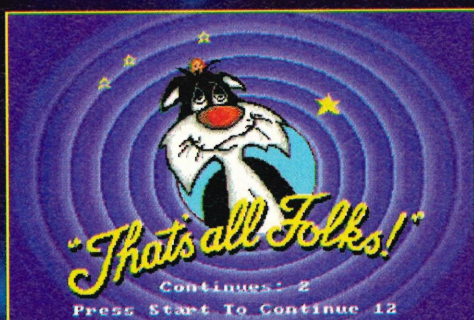
SEGAPro's resident loony, Jason Johnson leaps, jumps and screams blue murder about Time Warner's cartoon caper.

Soon to be leaping onto the Mega Drive is a 16Mbit game designed with such a strong cartoon influence, it could be mistaken for a Looney Tunes showpiece. In its undressed form *Sylvester And Tweety* is an interactive platform adventure which you view from a side-on perspective. Smothering this, though, is a conundrum of fancy graphics, cartoon-tastic sounds and frenzied gameplay. Before delving deeper into the standard attributes, let's check out the story line...

You play Sylvester, a real 'his heart's in the right place, but enjoys scoffing the odd bird' puddy tat. Everybody knows Sylvester, don't they? Anyway, you are on a mission to hunt down that succulent little canary, Tweety Pie. This leads to a manic chase through

scrolling platform levels. Hindering your progress is an entourage of cartoon characters including Granny and the huge bulldog Spike.

Smooth cartoon-style animation, music and sound FX (including character speech) complement the mad-cap gameplay, which is simple yet addictive. Interaction with the scenery, object manipulation and all manner of rib-tickling animations are just the icing on a scrumptious cake. If this tickles your taste buds, hold on tight for the forthcoming review. That's all for now, folks!



Sylvester loses one of his nine lives after Granny chased him into the fire.

Arrgggghh! Tweety Pie's been transformed into a huge cat-eating monster.

SYLVESTER

in Cagey Capers...



Pop, pop!
I just seen that juicy little bird we're havin' for lunch. He went that-a-way.

Hmm, I wonder where that pesky bird's gone to now. Just wait till I catch him.

ALL IN A GAME

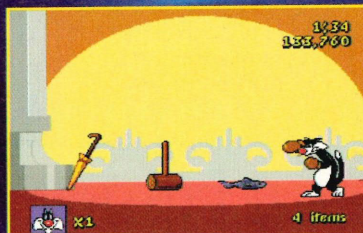
Platform levels range from inside the house to aboard a moving train as Sylvester runs and leaps around after Tweety Pie – who can be located even when off screen, so you know where to go next. It's not a simple matter of catching him, though: you have to claw the little bird several times in each level before that.

Bumping into other cartoon characters reduces your energy, but there are several ways of dealing with them. You can either run for it, hide in the scenery (trashcans, lampshades etc) or use a collected object on them; for example, throwing a bone to Spike the bulldog. There are also barrels and boxes littered around which need to be piled up to reach higher platforms.

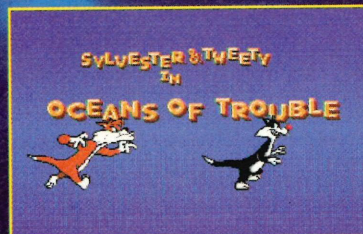
As mentioned, the graphics are superb. Magically brought to life by Hollywood-schooled artists, the smoothly animated characters create an outstanding atmosphere – it's just playing a cartoon. This is further refined by clanging sound FX, the odd bit of speech and ditties that follow the action in typical cartoon style (such as a descending musical sequence when you go down a staircase). It all adds up to a crazy, comical gaming experience.



A percentage meter lets you set the difficulty level precisely.



The inventory screen where Sylvester chooses which collected object to use.



Each level is presented as a separate cartoon with its own title.



Sylvester Junior tells his dad which way to go. That chair can be used to jump up to higher platforms.

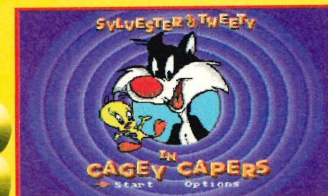


Sylvester plummets to yet another cartoon death.



**TIME
WARNER
INTERACTIVE
OUT: SEPT**

£44.99



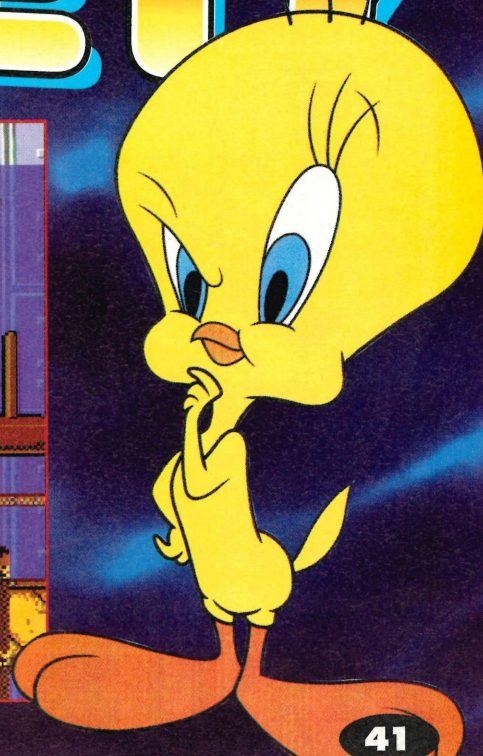
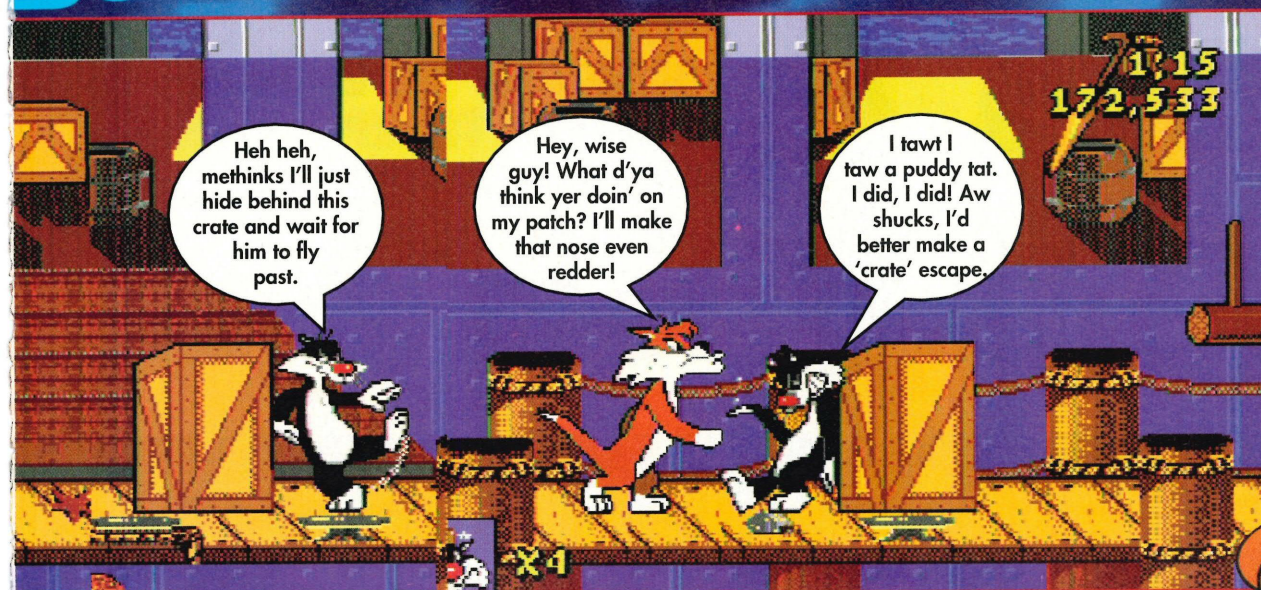
COMPLETION

1st IMPRESSIONS

We played an early version of this title way back when it was to be released on the TecMagik label. Now Time Warner Interactive have purchased this tasty-looking platform game, its class is truly gleaming. The graphics are ultra-smooth, even as Sylvester plummets to an untimely loss of one of his nine lives. Manic cartoon sound FX put you in a real comedy mood for the hilarious battles between the two silver-screen stars. Extremely polished and full of fun, this is shaping up to be the cartoon platformer of the moment.



SYLVESTER & TWEETY



**THE ONLY SOLUTIONS WORTH READING
ARE FOUND EXCLUSIVELY IN**

SEGA

BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE



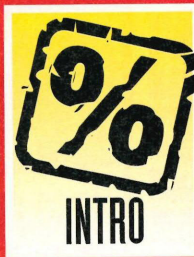
STREET FIGHTER II

**CHECK OUT THE EXCLUSIVE
SOLUTIONS TO SUPER STREET
FIGHTER II (MD), ECCO THE DOLPHIN
(MS), DRAGON (MD), MARKO'S
MAGIC FOOTBALL (MD) GROUND
ZERO TEXAS AND MUCH MORE!**

ISSUE 9 ON SALE 4 AUGUST

SEGA PRO

REVIEWS



REVIEW GUARANTEE!

WE WILL PROVIDE:

1. The clearest and most detailed reviews ANYWHERE!
2. A completely honest opinion. We WILL say what we think.
3. A clear buying recommendation. You'll KNOW how to spend your money!

HERE'S HOW IT WORKS!

INTRO TEXT:

Provides a detailed background to the game and its characters.

PROSCORES:

A breakdown of the strong and weak points of each release.

PROVIEW:

Second opinions on the game so that everyone gets a say.

RELEASE INFO:

All you need to know to be able to track down and buy your copy.

REVIEW

MEGA RIVE

It's a mean feat, screwing up time and space, but The Chaos Engine has managed a pretty fine job of it so far. "Who is the Chaos Engine?" I hear you say. It is, perplexed comrades, a mechanical device like nothing ever seen on Earth. Other than that, have absolutely no idea what it looks like - how it works - use your own imagination and everything should fall in place.

The story goes like this: Baron Fortesque, a mad inventor who designed and built The Chaos Engine, is currently residing at his stately mansion. You are challenged to locate the Engine, destroy it and kill the Baron. It's gonna mean gun-toting, all-out hardcore action contained within a maze-like playing area - could this be the recipe for something special?

Switch between weapons and fire special ammo to clear a path through the jungle.

Finding gold and silver keys is the only way you can be sure to leave this place alive.

Select from six characters, then spend collected cash to increase their abilities and equip them with special objects.

(Right) Get ready for some serious action, roughneck. This is a hot from the first level - world three.

MICROPROSE

£44.99

OUT NOW

THE CHAOS ENGINE

CART SIZE: 12Mbit

PLAYERS: 2

STAGES: 15

SKILL LEVELS: 3

FEATURES: password

CONTACT: Microprose (0454) 328532

THE CHAOS ENGINE

Way back, ooh, a long time ago, a renegade band of programmers, the Baron Brothers, released the computer game version of The Chaos Engine. Received with open arms by the specialist press and Amiga owners alike, it proved extremely popular. And so Microprose have taken this dazzling game and repackaged it as a sizzly Mega Drive cartridge.

Easy character recognition is an important factor with this title. The Scientist, The Mercenary, The Navvie, etc. all have personal skills which you'll have to make the best use of. For instance, in one-player mode choosing a clever CPU comrade is extremely important.

Powerup also play a large part in The Chaos Engine. Completing a level not only involves finding the exit, but collecting as many of the little icons as possible. These

include weapons, energy and many other surplus boons. But, hard cash is THE most important collectable and it's everywhere. Shoot a nasty and you're adorned with valuable treasure.

Clearing a level is no simple task. Firstly, you must activate a random number of Nodes (an electrical pylon, of sorts). This will unlock the exit gate, allowing you and your partner (you always work as a team) to escape. This may sound a simple assignment, but finding the Nodes is no mean feat. Bundles of gold and silver keys must be discovered in order to escape to another part of the landscape; frustratingly the keys are often visible, but the critical land or bridge hasn't been made and you're left in no-man's-land.

A repetitive attribute that becomes increasingly irritating as you trundle through the four worlds is the lack of choice. The nasties all look much the same. Leaping frogs and

armed guards spring from all directions, but as they camouflage themselves amidst the monotonous land forms you soon tire of gunning them down.

An overhead view is supported by mid-level static screens. These are used to display character build-up (much like Speedball 2) and next level titles. And that's it. No mid-level screen tiskery or multi-directional parallax scrolling. It could be argued that this downfall isn't too much of a problem and any so called trickery may slow everything down.

But, when you're playing a very old game it's bound to look somewhat dated in comparison to newer shoot-'em-up adventures. This, in my opinion, is where The Chaos Engine lets us down. A few more nasties and a variation on the original levels, but still keeping the model engine and gameplay, would have made all the difference.

By the third world you may be so bored with looking at and doing the same old thing you'll be reaching for the off switch and wondering just how you were conned into parting with £45 for a £20 computer game.

Before dismissing The Chaos Engine as an overpriced, consumer-cheating computer game conversion, let's see what this Summertime Mega Drive game has to offer. Has anything new been added? A few extra levels, perhaps? Any new characters? A few sizzly special FX or maybe an updated rendition of the already dated rave tracks? Sorry, none of the above. I rest my case.

Review

MARK ■■■■

Good fun to start with, but ends by letting you regret after a while.

PHIL ■■■■

An old Amiga favorite, this should have been upgraded for the MD.

NICK ■■■■

Unimaginative and overpriced, this cart didn't get my Engine running.

Proscore

GRAPHICS 46%

Main sprites look and move well. A few neat landscaping features. The variation between each of the levels is pitifully small.

SOUND 47%

Pump up the volume, whistle posse, this is one for you and Liam Howlett. I have rave/hubba/trance/ambient music, but this is way out of date.

GAMEPLAY 54%

Both the one- and two-player modes are well thought out. Constantly firing away through 16 levels. No thank you, guy, nay.

CHALLENGE 73%

This is definitely one of the more challenging games on the market. Master the easy level and you'll probably fly through the hard one.

58%

This 'w' is a fine game but with a few price tag and far from imaginative conversion, it's as welcome as yesterday's newspaper.

TINKER, TAILOR, SOLDIER, SAILOR

Just putting you in the picture, here's a brief eyeful of the characters and a little info on what they're like.

NAVIE

"THE STRONGEST OF THE FOUR"

HEAVY DUTY WEAPON

HEAVY DUTY WEAPON

HEAVY DUTY WEAPON

GENTLEMAN

"THE MOST ELEGANT OF THE FOUR"

POISON WEAPON

POISON WEAPON

POISON WEAPON

MERCENARY

"A SHOT AND A SOLDIER"

SHOT AND A SOLDIER

SHOT AND A SOLDIER

SHOT AND A SOLDIER

BRIGAND

"THE MOST WILD OF THE FOUR"

WILD WEAPON

WILD WEAPON

WILD WEAPON

SCIENTIST

"THE MOST INTELLIGENT OF THE FOUR"

INTELLIGENT WEAPON

INTELLIGENT WEAPON

INTELLIGENT WEAPON

THUG

"THE MOST VIOLENT OF THE FOUR"

VIOLENT WEAPON

VIOLENT WEAPON

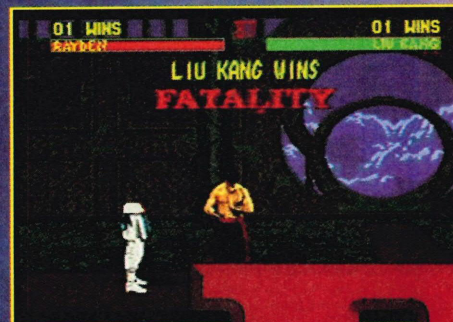
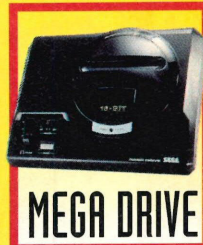
VIOLENT WEAPON

THE REVIEW:
The clearest and best reviews. We aren't on an ego trip!

PROTIP BOX:
An invaluable hint for those tricky playing situations.

BOX-OUT:
Giving additional detail about the game; its features and development.

PROSCORE:
Provides you with a clear buying recommendation.



Now is that a cool Fatality move or what? Makes a dragon punch look somewhat wimpish.

Rayden is always full of electric ideas and here is a fine example of his teleport skills.



MORTAL KOMBAT II

The Shaolin tournament is no more. Goro is dead.

Shang Tsung is in trouble and Shao Khan is the new top dog. Having talked his way out of an untimely execution after failing to shape eternal chaos, Shang Tsung put forward the idea of tempting any remaining combatants into the Outworld. This hell-like place will test all fighters to their limit; especially seeing the formidable power of Shao Khan is even more unbeatable in his home territory. Is there any escape? Can anyone defeat the forces of evil and return life to normal? Probably not, but without trying all you can do is surrender. Victory is your goal – achieve it. Enter the arena and prepare to fight as the true blood and guts of one-on-one beat-'em-up games playing comes to the Mega Drive.

Mortal Kombat – what a game! Sadistically addictive and uncontrollably fun. You either loved or loathed it, but no-one could fail to admire the commendable job Probe Software did on the coin-op conversion. So, we have been patiently waiting for this one, expecting to be completely thrilled once again. Possibly THE Mega Drive game of the year, *Mortal Kombat II* has arrived in the SEGA PRO offices. Let's see how it fares...

If you were far from impressed at the quality of the graphics in *Mortal Kombat*, prepare to be amazed. The sprites have been cleaned up beyond comprehension. No more wishy-washy fighters, just strong colours and aggressive-looking sprite animation. Everyone moves as if to say "come near me and I'll kill you", and they mean business.

Incredible parallax scrolling gives the backgrounds far more life than ever before. Cumulus clouds hastily float

through the night, swirling black holes add a deathlike glow and gnarled trees grimace unwelcoming faces. Gone are the days of flat, lifeless and unimaginative screens – these are beat-'em-up backdrops at their finest. Oh, and one or two surprises are waiting as mysterious heads pop up, often shouting words of encouragement.

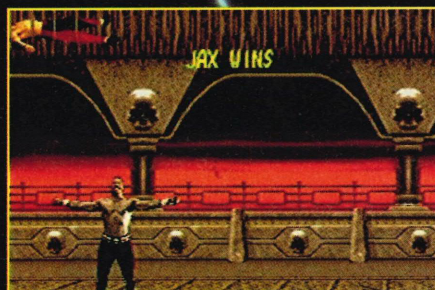
Cast your mind back to *Mortal Kombat* and you'll remember its lack of speech samples. Oh woe. Not this time around: everything from the arcade coin-op is here, including all the painfully explicit sound FX as bone or metal slices through bare flesh. Well-timed uppercuts are supported by equally justified remarks and a few jokes have been thrown in for good measure.

Fortunately, *MK II*'s improvements go much deeper than the glossy presentation. The gameplay has been given a complete

overhaul. Not only has the speed been given a needed boost, every fighter has an almost endless list of special and basic moves, fatalities, babalities and friendship moves. The most spectacular character has to be Shang Tsung who possesses the power to morph into any of the other 11 fighters and use every one of their moves. Add to this his own flaming skulls and inner ear fatality and the amount of skill you'll need to master this dude is almost incomprehensible.

This leads us on nicely to the difficulty level and longevity values *Mortal Kombat II* holds. Aren't the friendship and babality moves just a little too corny, or do they really add to the overall enjoyment? Of course they do! Embarrassing your opponent by turning them into a powerless baby or jiggling on the spot as they sway in a subconscious state:

PROTIP
SPECIAL MOVES AREN'T ALWAYS THE MOST EFFECTIVE WAY OF WINNING A FIGHT. LEARN TO USE THE BASICS AS OFTEN AS POSSIBLE AND FINISH OFF WITH A SPECIAL. WHAT THE HELL, YOU DECIDE!



Another new fighter, and a tough one at that. Special moves should help sort him out.

Baraka wins! What a star! What a hero! What an ugly git! And there's far worse to come.



Easily the funniest move in the game is when Liu Kang flips out and does a midair bicycle kick.



Old and new clash as Baraka and Sub-Zero come to an icy finish.



This time around Reptile is one of the 12 fighters up for selection. Will he prove invincible?



WICKED! FUNNY! UNREAL! What more do you ask?

There is no doubting that *Mortal Kombat II* is the best game I have ever played on the Mega Drive. This puts even greats like *Street Fighter II: SCE* and *FIFA Soccer* in the shade. The graphics are masterful and considering it's an arcade conversion, just like the recent *Super Street Fighter II*, there's no denying that Acclaim's (and Probe Software's) results are in a completely new league. Not since I visited Shiny Entertainment and played *Earthworm Jim* have I been so engrossed in a video game. *Street Fighter II* fans, get off your high horse and experience real combat action.

Jason "Gobsmacked" Johnson **SP**

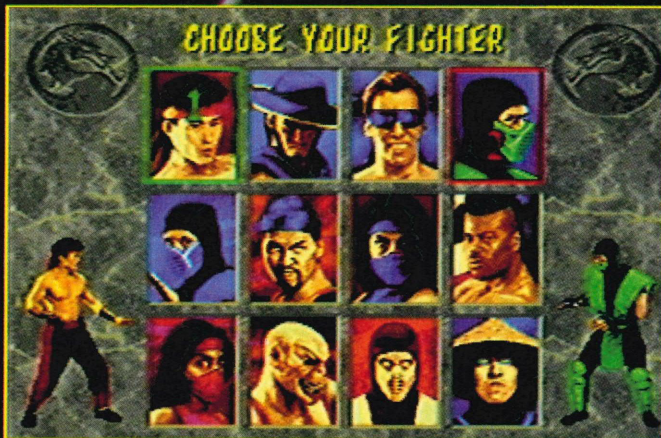
There's no need to be a bully all your life. The odd friendship move is a real laugh.



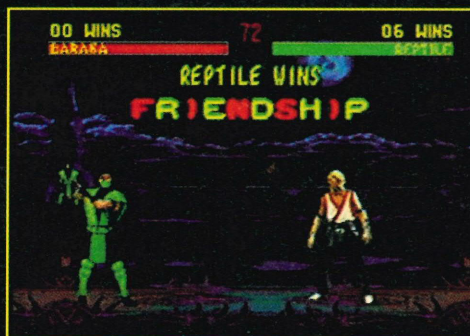
My original favourite character, Rayden flies across that screen with a real urgency.



Johnny Cage (boo! hiss!) proves he's a real namby-pamby fighter as he picks on a girl.



The character select screen. Are there more hidden characters to find? All will be revealed soon.



Another Friendship move? Come on, let's see a bit of blood and gore. Maybe next month.



Even the old fighters have some new tricks: Sub-Zero can freeze the ground to make his opponent slip all over the place.



ACCLAIM
STBA
OUT: SEPT

MORTAL KOMBAT II

CART SIZE:24Mbit
PLAYERS:2
STAGES:2
SKILL LEVELS:14
FEATURES:BLOOD
CONTACT:Acclaim
(071) 344500

PROVIEW

MARK ■■■■■

I thought *Super Street Fighter II* was great, but this really kicks its ass.

PHIL ■■■■■

A vast improvement over the original *MK*. The special victories are brilliant.

NICK ■■■■■

This is about as perfect a coin-op conversion as you'll ever see.

PROSCORE

GRAPHICS 97%

▲ As close to the coin-op as you could hope to see on any 16-bit console.

▲ Backgrounds, foregrounds, character sprites, death moves – AWESOME!

SOUND 97%

▲ Sinister intro sounds set the scene before you're launched into hell.

▲ Arcade-perfect speech samples, just add to the already brilliant FX.

GAMEPLAY 97%

▲ Legendary. If there has ever been an uncontrollably addictive game...

▲ *MK II* is it! Moves galore, fast action and all the trimmings.

CHALLENGE 97%

▲ Expect to be spending months trying to complete every level.

▲ No longer is Easy level a complete doddle, and Hard is utterly crucifying.

97%

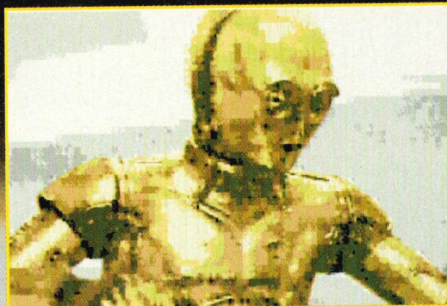
FAN-BLOODY-TASTIC!

REVIEW



MEGA-CD

Everyone's favourite droid, complete with authentic voice, enjoys a brief appearance.



The babe with the balls! Commander Ru Murleen is there to see you make flight status.

Light up the sky as you rally a round of laser-fire straight up the jacksie of Darth's AT-AT walkers.



STAR REBEL ASSAULT

Is Luke Skywalker the only man up to saving the Rebel Alliance, or is there a new warmonger custom-made for the job? Only you can find out by playing JVC's most exciting Mega-CD game, *Rebel Assault*. The story goes like so... The Emperor's main henchman Darth Vader, Dark Lord of the Sith, has been given the task of destroying the Rebel Alliance. This rebellious minority of the population will not confirm to the evil and corrupt ways of The Empire.

And they must pay! Princess Leia, all-round tasty babe with a way-out hairdo, has the blueprints for the Death Star, The Empire's ultra-powerful weapon. The Empire hear of this and kidnap her, but not before she's passed the information to a robot, R2D2. Some time later, Leia is rescued, and so the story begins as you join the rebel alliance and enter training. Mission objective – destroy the Death Star.

Shying away from the expected story-line setup of playing as Luke Skywalker, you take the part of Rookie 1, a talented young member of the Rebel Alliance. Apart from this minor amendment, the original film script (from all three movies) is perfectly adhered to. AT-AT walkers, tie-fighters, C3PO and R2D2, Princess Leia and, of course, Darth Vader all make cameo appearances using original movie footage.

Boasting sound from the original score, the atmosphere you're launched into is an experience in itself. As you enter the training chapter, guide your X-wing through a lengthy trench sequence, avoid hitting the cliff face and escape without a scratch. Hold on a minute! Rewind that bit again... avoid hitting the cliff face?... you're kidding me! Can you really hit the sides and take damage? Sure can, and guide your fighter around the screen like never before. In theory this is brilliant, but there are a couple of flaws – hitting the skyline and annoyingly losing energy, for example.

Though you're not completely free to roam the surrounding space-scape, in the AT-AT Walker chapter (to name

just one) you need to avoid their clumsy legs by performing some cunning manoeuvres. For the first time ever on a Mega-CD game you feel sucked into the action and in control of your flight path. Breathing sighs of relief as you manage to scrape the metallic monster and escape death is all part of the fun, and this 'feel' is carried throughout the game in each of its shoot-'em-up styles.

An astonishing 135 levels fills the single compact disc to its 650Mbit capacity. Divided into three difficulty levels, each offering 15 sections of three chapters, the £49.99 price tag is well justified. Digitised film clips and a Star Wars music score only goes to secure *Rebel Assault's* general popularity.

You will see from the screenshots that there is an enormous amount of variety between each level. This is carried over in the gameplay. At its most basic *Rebel Assault* is a shoot-'em-up. However, as you struggle through each chapter you must constantly update your skills. One moment you're in control of an X-Wing fighter shooting-off laser fire at Darth's airborne squadron, the next you may be shuttling down a trench avoiding gunfire, then you're on foot picking-off Stormtroopers. Hey, geezers and gaazers this is the business! Or so it may seem.

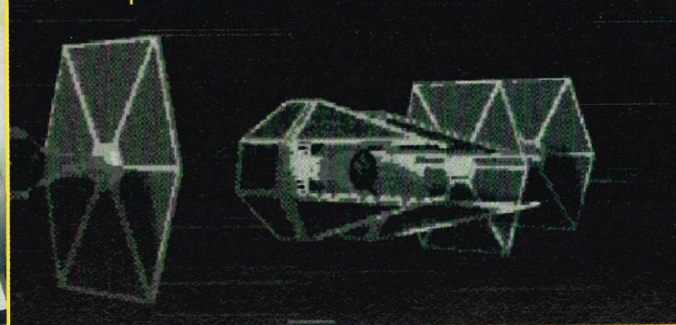
Rebel Assault is a showpiece to jam on when your mates drop by. Everybody loves Star Wars and JVC's video game version should prove no exception to the rule. Despite a few flaws in that the repetitive and linear nature of the gameplay can lead to you screaming for a change of scenery, and the graphics break up at times, you'd be a fool to let it pass.

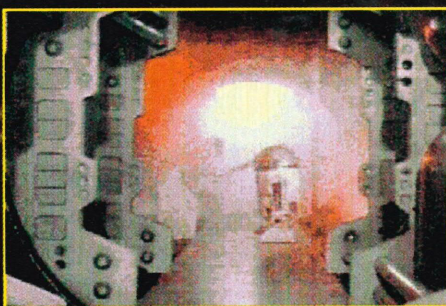
Jason "Storming" Johnson SP

PROTip

IN THE FLYING SEQUENCES KEEP YOUR D-PAD MOVEMENTS TO A BARE MINIMUM. THE AUTOMATIC PILOT WILL GENERALLY GUIDE YOU THROUGH MOST AREAS AND MAKE COMPLETING A SECTION SO MUCH EASIER.

A beautifully rendered film clip of two Tie-Fighters protecting their leader's ship from rebel attack.



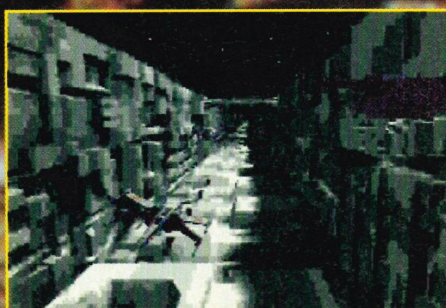


Remember the scene where Princess Leia knelt down and gave R2D2 a little pet talk?



Yet another memorable clip from Star Wars as Luke Skywalker kicks the ground in frustration. He does, honest.

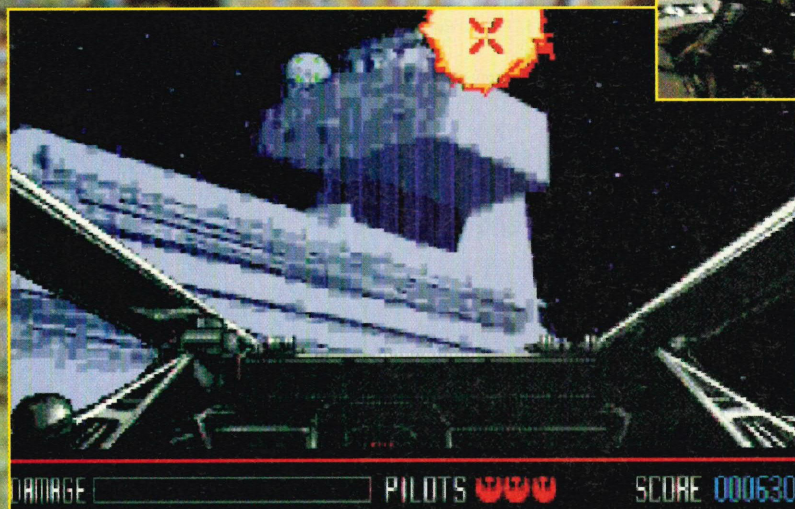
AULT WARS



This is just one of many trench runs – terrifying and a real test of your nerve. Hold on tight.



Commander Jake Farrell is an old hand at this rebel assault business so it takes a lot to impress him.



Kaboom! Guess you're out of there Rookie 1, and that's another billion-dollar spacecraft doomed to the scrapyard in the sky.

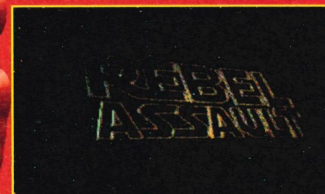


The man himself, Darth Vader, seated in his custom-made commode and given the lowdown by his second in command.

A fantastic chapter is this as you blast away at the Death Star in an attempt to render it vulnerable to a major attack.



JVC
£49.99
OUT: SEPT



CD ACCESS:medium
PLAYERS:1
STAGES:45
SKILL LEVELS:3
FEATURES:passwords
CONTACT:JVC
(071) 240 3121

PROview

MARK

A great movie conversion – Star Wars fans will not be disappointed.

PHIL

What an amazing experience – It's just like being in the movies!

NICK

Some of the gameplay's a bit linear, but it's a very impressive package.

PROscore

GRAPHICS 81%

- ▲ The FMV movie clips, especially the mid-space sequences, are fantastic.
- ▼ Some of the graphics are blocky, particularly in training mode.

SOUND 84%

- ▲ Press play and sit back, listen to the Star Wars music and enjoy.
- ▼ There's only five and a half minutes of original music. Aw!

GAMEPLAY 70%

- ▲ Control over your craft is much better than in many games.
- ▼ Hidden beneath the glossy graphics the gameplay is a little basic.

CHALLENGE 84%

- ▲ The only level to play on is Difficult. Very tricky and great fun.
- ▼ Easy level is a walk in the park – they should have called it 'training'.

82%

Living up to all expectations, *Rebel Assault* is the most exciting Mega-CD game ever. A joy to play but, as with the PC-CD version, very linear gameplay.



See the brown capsule at the top of the screen? Well, that gives Banner incredible powers.



No messing, The Hulk sees off the gun-toting bad guy with a neck-breaking clinch.



Collect the gun to help Banner have a fighting chance when he transforms.

Put your hands together as we welcome the real jolly green giant, the only man with muscles the size of a Greyhound bus: the incredible, the exciting and the computer-digitised spectacle, *The Incredible Hulk*. Brace yourself for a storming muscle-wrencher of a game as Birmingham-based US Gold finally show their Game Gear version of *The Hulk*.

Handheld junkies, this is your chance to play *The Hulk* as we view a 4Mbit version of their Mega Drive spectacular. Can it live up to expectations? Will it give you endless hours of exasperating platform action? Or is it a low-quality money-spinner? There's only one way to find out, so get reading!

As with the MD and MS versions, *The Hulk* is made up of five levels: Urban Cityscape, Industrial Complex, The Leader's Fortress, Tyrannus's Labyrinth and The Leader's Fortress Interior. The aim of the game is to battle through to the final zone and kill the bad dude. Along the way you'll encounter numerous henchmen armed with an assortment of guns. You, as Hulk, have strong arms and a resilient selection of body armour.

As in most platform adventures, lifts, switches and hidden passages are a major part of the design structure. The problem, though, is the

relative ease and linear way of finding the exits. The puzzles to be solved along the way, even in the last couple of levels, are almost nonexistent, so long-term playability goes out the window. It's more of a *Streets Of Rage* scenario, I'm afraid.

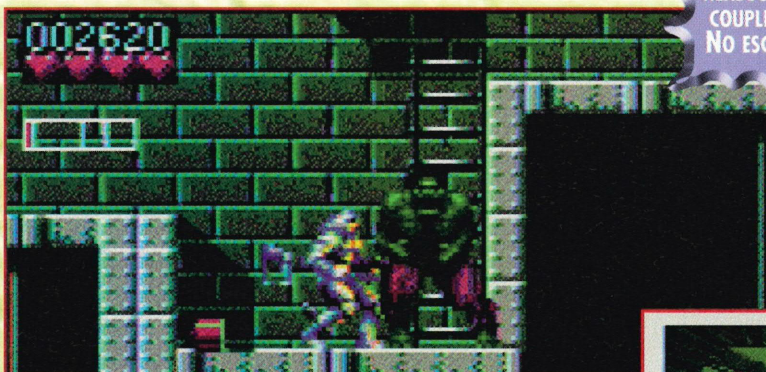
After playing the Mega Drive version I was hoping for better things from the graphics. Bland backgrounds do little to inspire you into playing for countless hours and despite a well-designed and animated set of sprites the variety is somewhat of a disappointment. The music is probably my favourite aspect with a selection of funky Marvel-esque ditties that outdo almost everything else *The Hulk* throws up.

Looking at the amount of scope the design team had for a Hulk game, this is a disappointing bog-standard platformer that wouldn't have looked awe-inspiring six months ago. Let's hope the next round of Spidey releases can bring a smile back to we superhero fans' faces.

Jason "Grrrrr" Johnson SP

PROTIP

THE HULK HAS MANY DIFFERENT ATTACKS, BUT THE BEST METHOD IS TO LEAP INTO THE ONCOMING BAD GUYS, GRAB THEM BY THE SCRUFF OF THEIR NECK AND HEADBUTT THEM A COUPLE OF TIMES. NO ESCAPE, SCUM!



Hulk seems to have been caught at the wrong time as he changes into the green giant.

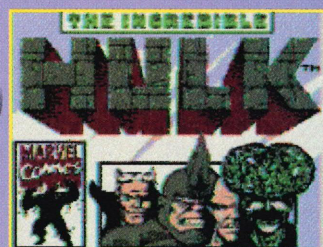


A shot from one of the later levels where stone mummies come to life.

Comic strips just like this pop up between levels to keep you on track with the story.



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OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:5
SKILL LEVELS:3
FEATURES:continues
CONTACT:US Gold
(021) 6253388

PROVIEW

MARK ■■■■

Hulk's such a strong character, he deserves better than a dodgy platformer.

PHIL ■■■■

A surprisingly weak conversion and a big disappointment for Marvel fans.

NICK ■■■■

Where's the excitement? Where's the fun? It's worse than the old TV series.

PROSCORE

GRAPHICS 54%

▲ The main sprites, especially The Hulk, are ideal for the handheld screen.
▼ A distinct lack of detail, variation and quality in the backgrounds.

SOUND 59%

▲ Different tunes for each level in typical Marvel style.
▼ Ordinary sound FX that could have been boosted with Hulk roars etc.

GAMEPLAY 36%

▲ The variety of moves available to the 8-bit Hulk is a welcome change.
▼ After the first couple of levels the lack of variety becomes apparent.

CHALLENGE 30%

▲ The only positive note struck was the inclusion of three difficulty levels.
▼ You can walk through 30% of a level without killing a single baddie.

47%

Nothing more than a standard platform adventure that lacks any glimmer of addictive qualities or breathtaking playability. Buy at your peril.

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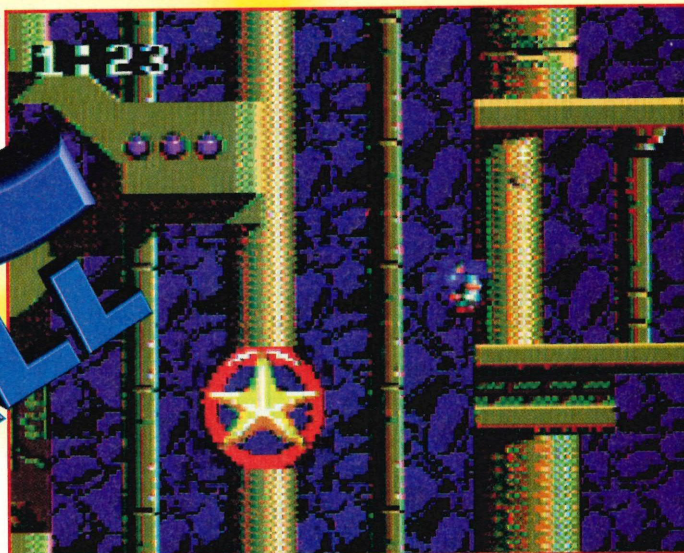
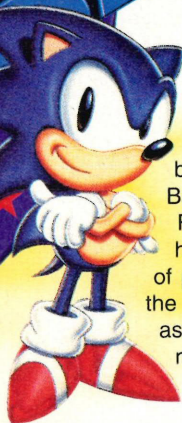
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SONIC SPINBALL



Typical of a pinball game, the pins can rebound Sonic anywhere. Just be patient!

boiler room, then the mechanical Badnik machine, and finally a Final Showdown with Robotnik in his spaceship above the final set of pinball tables. For each level all the emeralds must be found – and as I found out, this can lead to maximum frustration.

It's an agonising problem, going around and around in circles, simply because luck often decides where Sonic will be flipped to next. On a good day you'll find the right sewer warp, get transferred to a different area, and voilà – an emerald. If luck stays on your side, the trigger that drains the slime will be hit early on (Toxic Caves), you'll get up to the higher pinball table and then be able to drop into that empty slime container to collect another emerald.

On a bad day, when it's chucking it down with rain outside, the cat's died and you've put cold water into your coffee cup after forgetting to switch the kettle on, *Sonic Pinball* will have you throwing abuse at other people for no reason at all. Going



PROTIP

DON'T FORGET THAT SONIC CAN BE MANIPULATED A LITTLE IN THE AIR BY HOLDING THE D-PAD LEFT OR RIGHT. MUCH LIKE A TILT FUNCTION, THIS IS PARTICULARLY USEFUL FOR AVOIDING THE GAP BETWEEN FLIPPERS.

around and around the pinball tables, trying in desperation to find the correct passage or warp is very painful. With no passwords either, the loss of that final life is a real stab in the back for anyone close to completing a level. The good news is you get a few continues, but the bad news is... all those damn emeralds need collecting again, and that means retracing steps and yawning widely!

The graphics are of a very high quality for the 8-bit handheld – some of the best sprites I've seen in a long time. Various mechanical animals and switching devices liven up each level (the Badnik machine is full of mechanical surprises to transport Sonic through cells, rooms and rotating cages), and the

That nasty geezer Robotnik is at it again. In an attempt to turn Mobius from a place of peace into a world of robots, he's gone and created this Volcano Veg-O fortress. It hides his robot factory, a mechanical paradise that runs on energy generated from the lava.

Sonic the Hedgehog has been called upon by his people to save their homeland. But defeating Robotnik means tackling his rather cunning pinball defence system – and cracking his Veg-O converter too! It's never easy inside a pinball machine – Sonic's fate is all in the flippers...

Last Autumn *Sonic Spinball* was released on the Mega Drive, and although the world's favourite Sega character, Sonic the Hedgehog, played a leading role, the game itself failed to live up to the standards of Sonic's first two outings. OK, the game's structure changed from platformer to pinballer, but as is the case with many pinball titles, gameplay was limited with only a left and right flipper giving you interactive control (although Sonic could be manipulated slightly from left to right in the air).

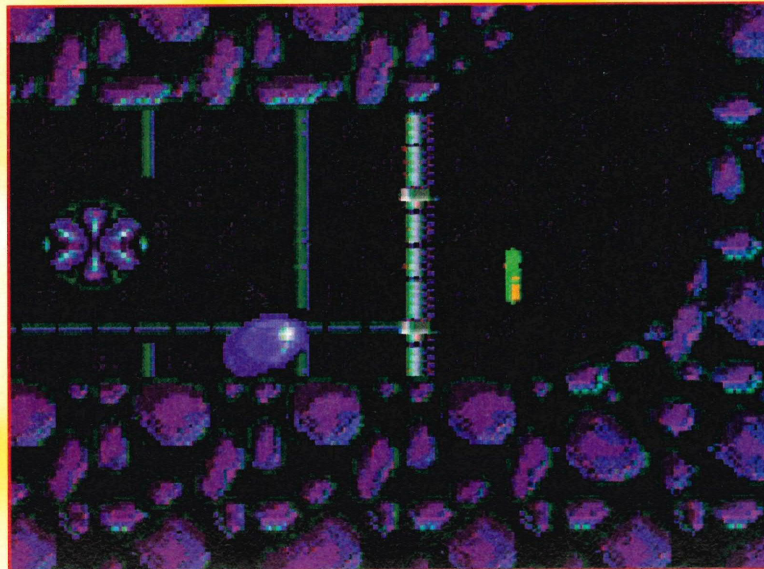
This Game Gear version is almost exactly the same as the MD one. Starting off in the sewage-filled Toxic Caves, Sonic needs to find three precious emeralds before tackling the nasty scorpion boss at the top the pinball table network.

After this, there's the lava-filled

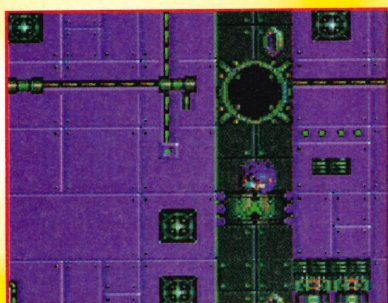


The intro sequence is the same as the one in the MD version. You can see the high quality graphics here.

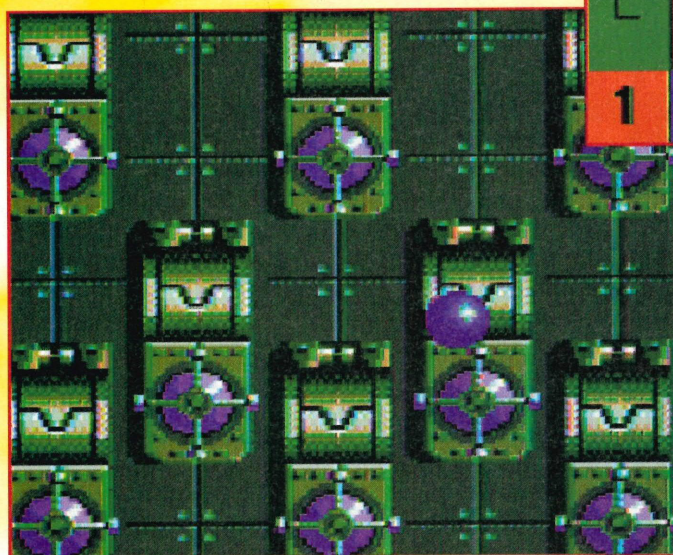
When Sonic is not bouncing around, he can super-spin on a platform to go back up the tables.



Before getting your hands on this emerald, you'll need to trigger a switch that drains the slime.



After finding a warp, Sonic transports through to find a vertical passage. Where does this lead to?



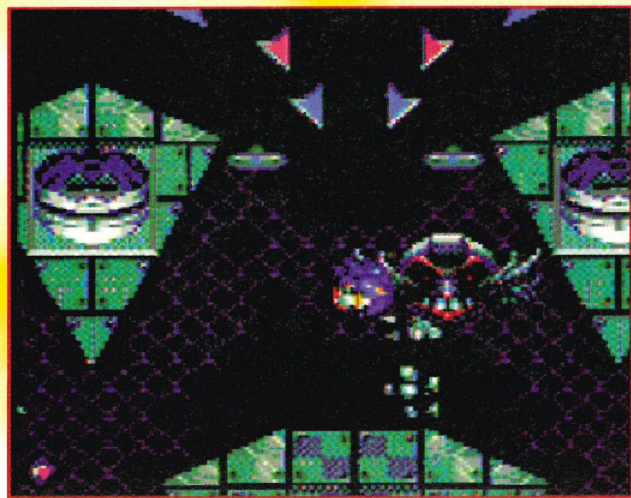
On level three, the Badnik Machine, Sonic must break open these cells to release animals and find an emerald.

smooth background scrolling helps to create a feeling of total confusion and high speed, just like real pinball. Even the sound is worth listening to!

I cannot see much long-term appeal with this though. You have your four levels, and once these are cracked, why put yourself through the torture of missed gates and mistaken sewer warps again? There's no alternative way of playing this. Even that impressive 3-D bonus pinball game is absent (the bulb-smashing time trial bonuses are nothing like as good).

As a conversion of the MD *Sonic Spinball* I have no complaints – it's almost identical. But imagine Sonic as simply a metal sphere – this is just an ordinary pinball game that's a little weak on long-term playability.

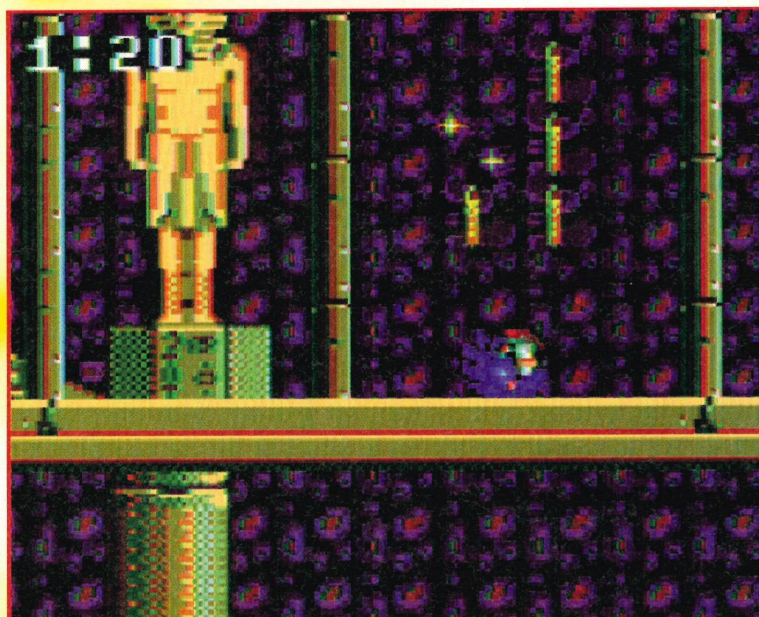
Mark "1,000,000,000" Hill **SP**



The first level, Toxic Pools, presents Sonic with the task of finding three emeralds.

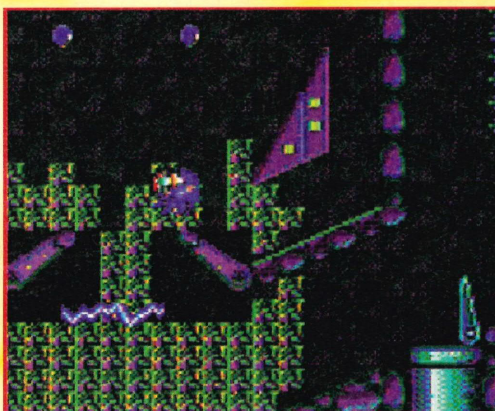


Bash these two worms to open the gate just below. The route takes you to the boss above.



Attack this boss to progress to the next level. The best method is to super-spin into him.

Collect rings to get more points and earn extra lives. You should try and find as many as possible.



Sonic gets lucky here as a lightning bolt blocks the drop between flippers. Life is not always this easy though.



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PLAYERS:1
STAGES:4
SKILL LEVELS:2
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(071) 3733000

PROview

JASON ■■■■
Smart presentation but the gameplay is far too luck-oriented and dull.

NICK ■■■■
Nice to look at but hollow to play. Sonic gets squashed this time around.

PHIL ■■■■
Fun in small doses, but it soon had me tearing my hair out.

PROscore

GRAPHICS **92%**

- ▲ Some of the best 8-bit sprites ever to grace the handheld console.
- ▲ All four levels are given some fine background detail and superb colour.

SOUND **86%**

- ▲ The chiming rings are an example of the high-quality sound FX.
- ▲ Even the music sounds a good deal better than most other GG titles.

GAMEPLAY **73%**

- ▲ Initially the fast-paced storm-in-a-teacup gameplay makes this appealing.
- ▼ But repeatedly going over the same areas becomes frustrating.

CHALLENGE **72%**

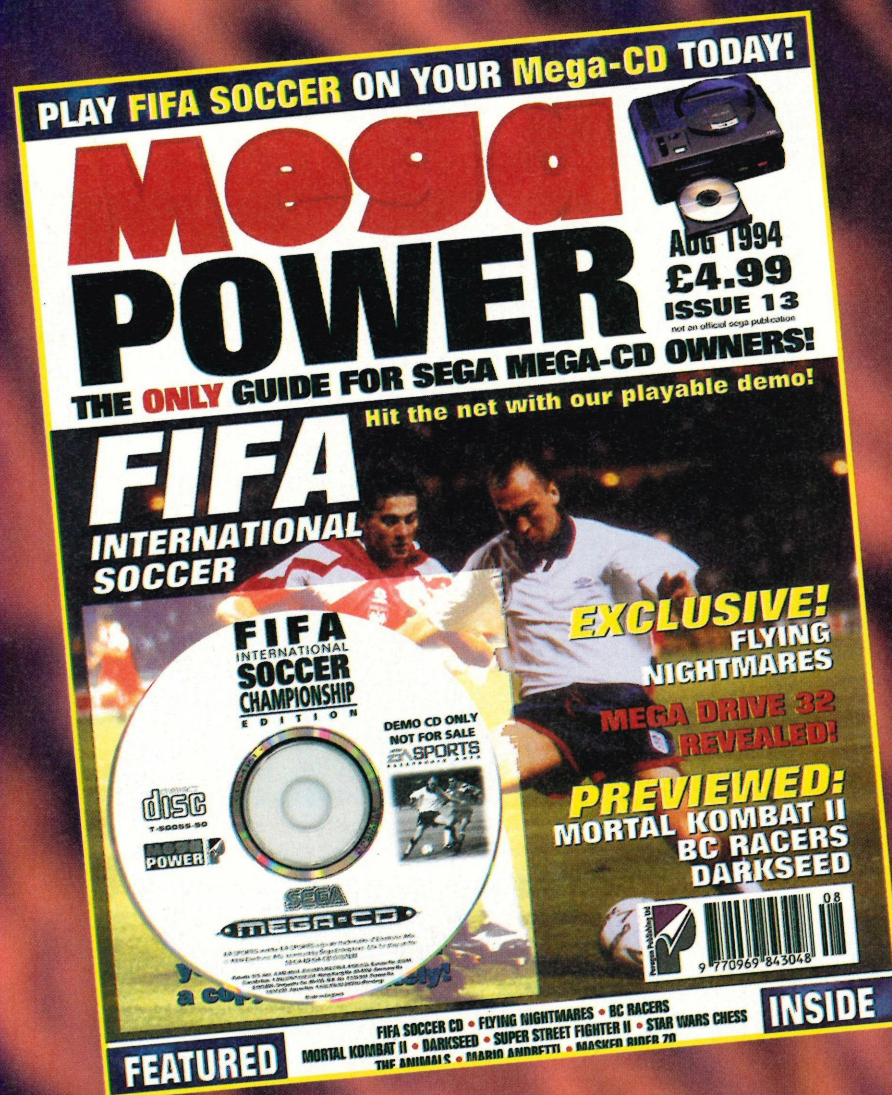
- ▲ As pinball games go, this is tough. Your flipper skills will be tested.
- ▼ Only four scenarios. They may be big but where is the variety?

60%

Fun at first, but the constant retracing of steps and your reliance on luck much of the time puts limitations on the gameplay. Avoid.

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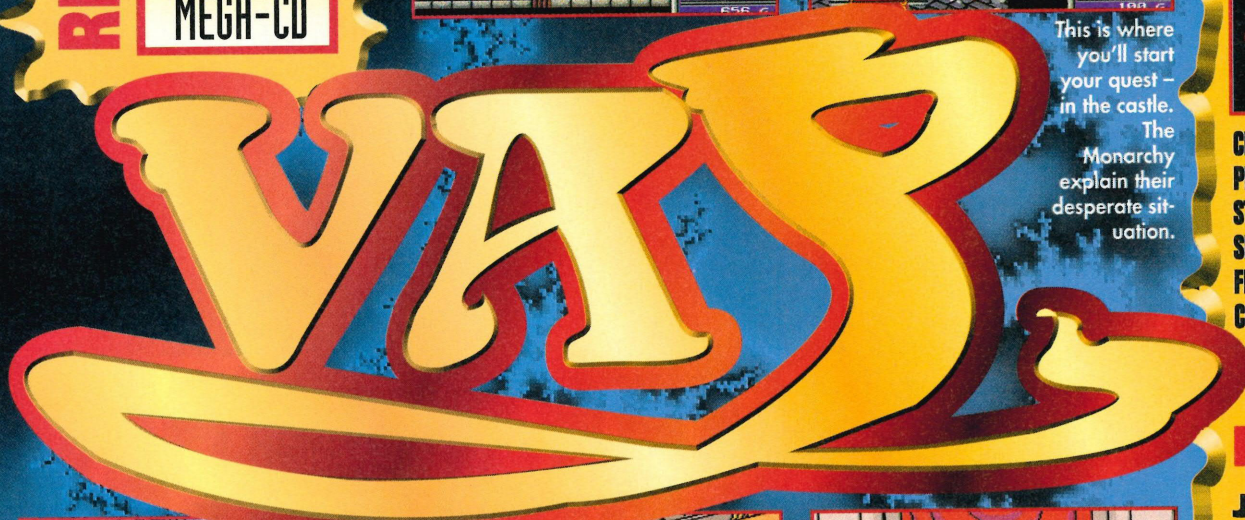
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This is where you'll start your quest – in the castle. The Monarchy explain their desperate situation.



The planet Vay is suffering a crisis – their advanced technology has been duplicated by the Danek Empire. Even worse, this mechanised technology is being used to build terrifying machines programmed for world domination. Now the five mightiest wizards in the land have joined forces in a desperate bid to find the five orbs that'll restore their planet's armour. Playing as Sandor, battle your way past 100 monsters, pick up clues, meet up with other characters. Heroes are made out of those prepared to do or die – do you fancy the gamble?

The best RPG to date has to be *Lunar*, a delightful adventure that was never released officially over here in the UK. The Japanese creators of that top-notch title, Game Arts, have come up with a new RPG called *Vay* – translated into English for its American release. It puts you in the shoes of a prince, and the aim of the game is to find five magic orbs and retrieve your kidnapped bride. The introduction sequence consists of terrific cartoon animation sequences, backed up with delightful music to set the ancient battle scene very well. The

PROtip

TALK TO ALL THE CHARACTERS YOU MEET. THE SHOPKEEPER WILL TELL YOU OF A SECRET PASSAGE THROUGH A TUNNEL IN THE GRAVEYARD. EXAMINE THE TOP-RIGHT STONE TO REVEAL THE ENTRANCE.

scenario is not unlike *Lunar* or *Landstalker*: move your character around the lands, entering various settlements, caves and castles, enduring the many battle sequences and speaking to the hundreds of different characters. The user-friendly command and status screens help you to ease into this. You have hit points to indicate how close to death you are, there are magic points for magical cocktails, a range of weapons are displayed in the inventory for tactical battles, and that all-important save facility is in there too.

As a well-put-together adventure, the clues are constructive. Graphics are a little weak during battles, but at least the latter are an improvement over *Lunar*. The sound is good enough to charm a snake in a basket, and the addiction is high – especially if you are an avid roleplayer.

There's not been a great deal of RPG releases worth raving about, but *Vay* sets a high standard. There's lots to do, plenty of tactical purchasing to be done, and an array of weaponry and magic to choose from. The other characters that join you later in the game add to the appeal, making this a very complete and absorbing quest.

Mark "Kingdom" Hill

PROview

JASON ☒ Very much on a par with *Lunar* but not as accessible. Still, very addictive.

PHIL ☒ A very polished adventure with a big challenge to keep you absorbed.

NICK ☒ The endless battles are a bit irritating but there's no faulting the adventure.

PROscore

GRAPHICS 79%
▲ The cartoon-style animations fit in with the story very well indeed.
▼ As a CD release, some sprites and backdrops could have been improved.

SOUND 84%
▲ The 16 different audio tracks put more emotion into the adventure.
▲ The cartoon-style animations fit in with the story very well indeed.

GAMEPLAY 83%
▲ Lots of characters to meet, weapons to find and puzzles to solve.
▼ As with many RPGs, battle scenes are weak – CD access irritates too.

CHALLENGE 89%
▲ Like *Lunar*, this is a very delightful RPG with a challenge fit for a king.
▲ Five orbs must be found – the first should take you about two hours...

83%

An enchanting RPG with a well-thought-out adventure. This ranks just below *Lunar* as the second-best RPG on the Mega-CD to date.

Jes' start kickin' gravestones on the far end...you'll find it, all right.



Through a murky tunnel you'll find a large scorpion. It's vital to have good weapons and shields here!



Speaking to other characters can reveal valuable information about secret passages and the like.

Examine all the chests you find – many contain gold, like this one! You need the gold to make purchases.



Switch between weapons and fire special ammo to clear a path through the jungle.

It's a mean feat, screwing up time and space, but The Chaos Engine has managed a pretty fine job of it so far. "What is The Chaos Engine?" I hear you mutter. It is, perplexed comrade, a mechanical device like nothing ever seen on Earth. Other than that I have absolutely no idea what it looks like or how it works – use your own imagination and everything should fall in place.

The story goes like this: Baron Fortesque, a mad inventor who designed and built The Chaos Engine, is currently residing at his stately mansion. You are challenged to locate the Engine, destroy it and kill the Baron. It's gonna mean gun-toting, all-out hardcore action contained within a maze-like playing area – could this be the recipe for something special?



THE RESULTS WERE SOON DISCOVERED

Neatly drawn screens accompany the introduction sequence which tells the full story of *The Chaos Engine*.



Finding gold and silver keys is the only way you can be sure to leave this place alive.



THE CHAOS ENGINE

Way back, ooh, a long time ago, a renegade band of programmers, the Bitmap Brothers, released the computer game version of *The Chaos Engine*. Received with open arms by the specialist press and Amiga owners alike, it proved extremely popular. And so Microprose have taken this dazzling game and repackaged it as a snazzy Mega Drive cartridge.

Easy character recognition is an all-important factor with this title. The Scientist, The Mercenary, The Navvie, etc. all have personal skills which you'll have to make the best use of. For instance, in one-player mode choosing a clever CPU comrade is extremely important.

Power-ups also play a large part in *The Chaos Engine*. Completing a level not only involves finding the exit, but collecting as many of the little icons as possible. These

include weapons, energy and many other surprise boosts. But, hard cash is THE most important collectable and it's everywhere. Shoot a nasty and voilá, you're adorned with valuable treasure.

Clearing a level is no simple task. Firstly, you must activate a random number of Nodes (an electrical pylon, of sorts). This will unlock the exit gate, allowing you and your partner (you always work as a team) to escape. This may sound a simple assignment, but finding the Nodes is no mean feat. Bunches of gold and silver keys must be discovered in order to escape to another part of the landscape; frustratingly the keys are often visible, but the critical land or bridge hasn't been made and you're left in no-man's-land.

A repetitive attribute that becomes increasingly irritating as you trundle through the four worlds is the lack of change. The nasties all look much the same. Leaping frogs and

PROTIP

LEARN THE GOOD AND BAD POINTS OF EACH OF THE CHARACTERS. THIS WILL SUPPLY YOU WITH VALUABLE INFORMATION AND PRE-GAME STRATEGY. IT'S ALL IN THE PREPARATION, YA KNOW.



Heh, heh. I'll chuck this heavy boulder on those idiots below

armed guards spring from all directions, but as they camouflage themselves amidst the monotonous land forms you soon tire of gunning them down.

An overhead view is supported by mid-level static screens. These are used to display character build-up (much like *Speedball 2*) and 'next level' titles. And that's it. No mid-level screen trickery or multi-directional parallax scrolling. It could be argued that this downfall isn't too much of a problem and any so called trickery may slow everything down.

TINKER, TAILOR, SOLDIER, SAILOR

Just putting you in the picture, here's a brief eyeful of the characters and a little info on what they're like.



NAVVIE

THE STRONGEST OF THE SIX CHARACTERS. A GOOD FIGHTER WITH HEAVY WEAPONS. ALTHOUGH HE ONLY HAS A FEW SPECIALS THEY ARE VERY DESTRUCTIVE.



GENTLEMAN

A LEAN AND CLEVER CHARACTER. HE IS A DAPPER CHAP WITHOUT A DOUBT. WHAT HE LACKS IN MUSCLE HE MAKES UP WITH WIT.



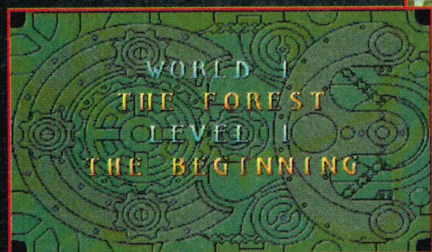
MERCENARY

A GOOD ALL-ROUNDER. HE IS QUITE MAD, AND ENJOYS NOTHING MORE THAN EXPERIMENTING WITH A COLLECTION OF UNSAVORY WEAPONS.





Select from six characters, then spend collected cash to increase their abilities and equip them with special objects.



(Right) Get ready for some serious action, roughneck. This is a shot from the first level of world three.

You activate that node while I search for secret entrances

I'll cross this bridge when I come to it

But, when you're playing a very old game it's bound to look somewhat dated in comparison to newer shoot-'em-up adventures. This, in my opinion, is where *The Chaos Engine* lets us down. A few more nasties and a variation on the original levels, but still keeping the model engine and gameplay, would have made all the difference.

By the third world you may be so bored with looking at and doing the same old thing you'll be reaching for the off switch and wondering just how you were conned into parting with £45

for a £20 computer game.

Before dismissing *The Chaos Engine* as an overpriced, consumer-cheating computer game conversion, let's see what this summertime Mega Drive game has to offer... Has anything new been added? A few extra levels, perhaps? Any new characters? A few snazzy special FX or maybe an updated rendition of the already dated rave tracks? Sorry, none of the above. I rest my case.

Jason "The Experimenter" Johnson SP

One of the heroes activates a smart bomb. These can be found lying around, or bought between levels.

Oi, you two blokes down there. Catch!

You need hands... Ugh, these severed dannies crawl around like spiders.



Shooting nodes and pillars usually removes some blocks, opening up new areas of the map to explore.

Part of the first world, featuring rocky outcrops – but how do you get up onto them?



MICROPROSE
£44.99
OUT: NOW

THE CHAOS ENGINE

CART SIZE:12Mbit
PLAYERS:2
STAGES:16
SKILL LEVELS:3
FEATURES:password
CONTACT:Microprose
(0454) 326532

PROview

MARK

Good fun to start with, but endless blasting gets repetitive after a while.

PHIL

An old Amiga favourite, this should have been upgraded for the MD.

NICK

Unimaginative and overpriced, this cart didn't get my Engine running.

PROscore

GRAPHICS 46%

- ▲ Main sprites look and move well. A few neat landscaping features.
- ▼ The variation between each of the levels is pitifully small.

SOUND 47%

- ▲ Pump up the volume, whistle posse, this is one for you and Liam Howlett.
- ▼ I love rave/hubba/trance/ambient music, but this is way out of date.

GAMEPLAY 54%

- ▲ Both the one- and two-player modes are well thought out.
- ▼ Constantly firing away through 16 levels. No thank you, guv'nor.

CHALLENGE 73%

- ▲ This is definitely one of the more challenging games on the market.
- ▼ Master the easy level and you'll probably fly through the hard one.

54%

This 'was' a fine game but with a new price tag and far from imaginative conversion, it's as welcome as yesterday's newspaper.

BRIGAND

ANOTHER WELL-ROUNDED TALENT, AND A CUT THROAT BANDIT TO BOOT.



SCIENTIST

THE SMARTEST OF THE SIX CHARACTERS. AFTER YEARS OF PAINSTAKING RESEARCH HE IS THE MASTER OF MANY INGENUOUS DEVICES.



THUG

WHEN IT COMES TO CHARACTERISTICS HE COULD PASS FOR THE MOVIES' BROTHER. THE THUG IS A MAMMOTH OF A MAN, A LITTLE STUPID BUT VERY POWERFUL.

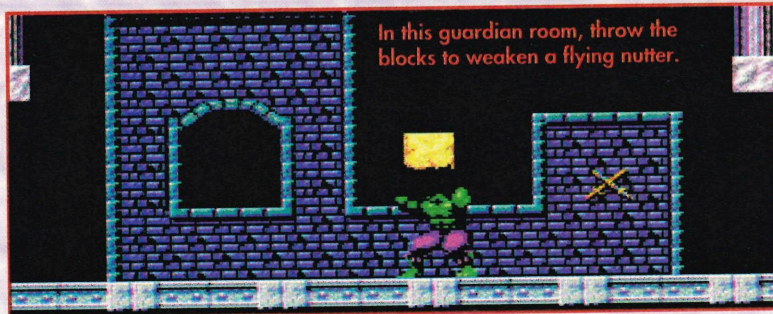
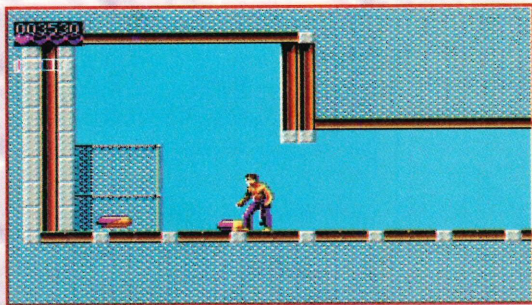
Doctor Bruce Banner has long been associated with green giants and Marvel Comics superheroes. Exactly why a humble nuclear physicist should have all the fun is unclear but, fair play to the guy, he has beaten up endless armies of disturbed nutters and still managed to put in a guest appearance for a video game. Welcome back to another review of *The Hulk*. This time the 8-bit console version is under scrutiny. Have US Gold cleverly designed a platformer to eclipse all others or is it a Marvel flop? Brace yourself, Master System owners, for the greenest superhero ever to crash onto your games machine.



Go ahead, scum, make my day and I'll tear your limbs from your body. Grrr!



David Banner pops a pill and transforms into a walking greeny.



The Hulk's five platform levels comprise Urban Cityscape, Industrial Complex, The Leader's Fortress, Tyrannus's Labyrinth and ultimately The Leader's Fortress Interior. Unfortunately, you don't exactly have to battle your way through these areas – even on difficult level it must be one of the easiest MS platformers ever. This, considering the amount of bad dudes scattered around, goes to prove the general structure of the platform zones is substandard.

As you may expect, lifts, switches and hidden passages all play a large part in the game's design. It's the actual platform arrangements that are a letdown. Finding the exits is far too easy, there's barely any puzzle element and without an

option to change the number of continues or lives I'd be surprised if it took anyone more than a week to complete.

Staring uninspiringly at the screen I was less than impressed with the graphics. Sprite collision detection is dodgy, as is the amount of variation – it doesn't get any better. Admittedly this is a 4Mbit game but after *Star Wars* and the *Sonic Chaos* series I've come to expect a lot from the 8-bit machine.

After completing the game on Hard level first time around,

PROTIP

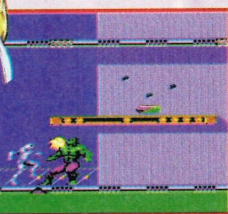
WHENEVER POSSIBLE, WALK INTO THE BAD GUYS AND PICK THEM UP BY THE SCRUFF OF THEIR NECK AND HEAD-BUTT THEM. IF TIMED PROPERLY AND LUCK IS ON YOUR SIDE THEY SHOULD EXPLODE INTO TINY PIECES.

destroying an army of bad dudes and humming along to the tune for as long as I could, I came to the conclusion that I would never part with my cash for this cart. On that basis I declare *The Hulk* to be nothing more than an average platform game with a long-term lifespan similar to that of a caterpillar.

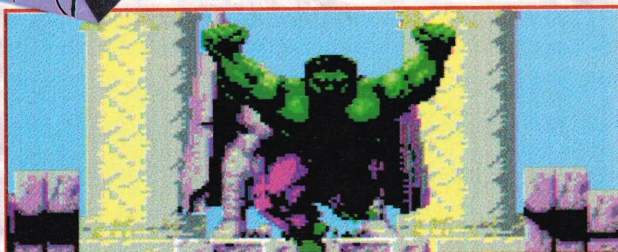
Jason "Big Greeny" Johnson SP



I'm the strongest bogey in the world. I dare you to confront my picking power.



The Hulk catches a few bullets in the stomach as things start to go horribly wrong.



A fine example of Marvel Comics artwork flashes at the start and between each level.



US GOLD
£29.99
OUT NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:5
SKILL LEVELS:3
FEATURES:continues
CONTACT:US Gold
(021) 6253388

PROVIEW

MARK ■■■■■
"Hulk stamp on puny video game and smash into pieces! Grrrrr!"

PHIL ■■■■■
Grab, throw, grab throw, punch, punch, grab, throw, grab... Zzzzz.

NICK ■■■■■
Such laboriously repetitive gameplay makes me green with anger.

PROSCORE

GRAPHICS 56%

▲ Sprites are well animated and full of life, especially the green hero.
▼ Churning through endless levels of similarly bland backgrounds – psh!

SOUND 64%

▲ From start to finish the music is spot on – lively and up-tempo.
▼ A few unexpected roars from Hulk could have added more humour.

GAMEPLAY 45%

▲ Assorted moves at hand and a wide range of power-ups to find.
▼ After a very short time the repetition becomes almost unbearable.

CHALLENGE 29%

▲ Each of the end-of-level guardians offers a variety of attack methods.
▼ Way too easy, even on Hard level, and a very quickly spent 30 quid.

47%

Not the classic platformer we have all been led to believe but a mediocre adventure that just doesn't do the business. Look elsewhere.

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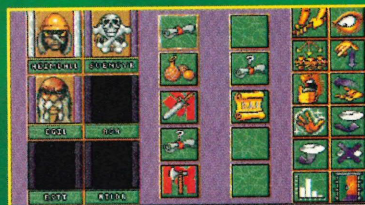
MEGA-CD

The story begins as a conniving Norse god, Loki, sets about stealing all the other gods' weapons, rendering them powerless and open to attack. This would give him the chance to become the most powerful god. Heimdall, born after Thor sent a lightning bolt to his loved one and impregnated her, could see what Loki was plotting and pulled together a band of warriors to recover the weapons.

The game begins as Heimdall goes through his pre-war training, but as you may well know, life is never as easy as it first sounds. Training involves throwing axes at a fair maiden's pigtales, chasing a hog and killing an army of nasty sword-swinging pirates...



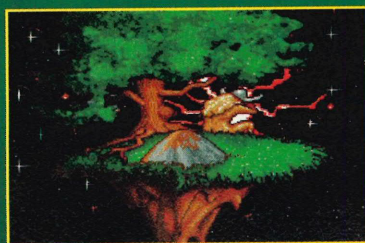
The first stumbling block is a clever puzzle that requires you to walk over switches in the correct order.



Keep a close look on your item collection and remember to throw away anything you don't need.

GROOVY MOVIE

Here's a brief preview of what to expect from the intro sequence.



New territory always brings trouble so be warned; fisticuffs is just around the corner.

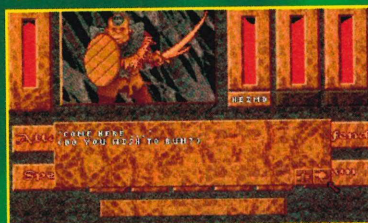
VC have cleverly noticed a gap in the market and come up with a conversion of the classic roleplaying game *Heimdall*. Accessible to all types of gamers and lusciously presented, it has already proved itself a winning title on computer formats. Surely this Core Design-developed product can't fail to wow us all?

Fighting is so often a major part of any RPG but rarely well implemented. Often clumsy and far from exciting, you can rely too much on luck than games-playing skills. In *Heimdall* the screen swaps to a first-person perspective with the challenging nasty staring you out. Often protected by a shield, they see off your punches or slashes with relative ease. Timing is crucial as you attack when they're most open to damage. As the blood meter drips away, the assailant weakens, but suffer more than three or four hits and you're history.

Having a selection of characters to choose from is one of the most enjoyable aspects. Apart from Heimdall himself you have various gruesome-looking team-mates, each with good and bad points. Magic, speed, agility: they all add up to make the ogres useful in their own little way. Choosing fellow comrades with different abilities is a must, so even from the start your decision-making skills are tested.

Knowing where to look is the most important skill you will learn as you venture into more areas. Doors to treasure rooms, some invisible, are everywhere. Searching the sometimes booby-trapped chests to find scrolls and provisions is essential. As with all RPGs, having the best weapons and spells puts you in a position of strength. A full inventory,

A screen from the fight sequence clearly shows the weapons and spells at your disposal.



Magic spells are dotted all over the place, but only one lets you cross the river.

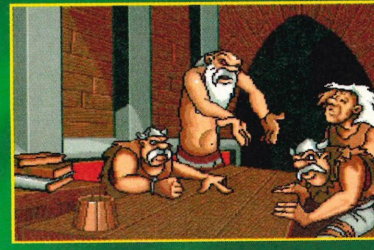
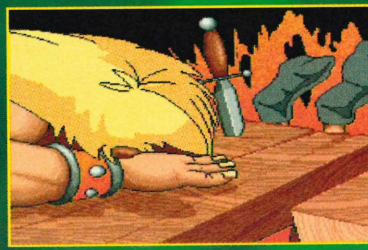
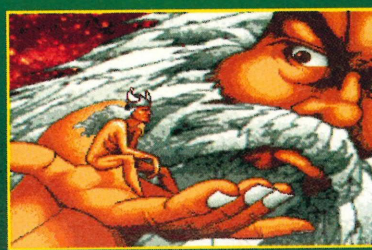
however, doesn't secure your success. *Heimdall* is all about using your brain and unless you can think your way out of puzzling situations there's trouble ahead.

Despite the amount of problem-solving to be done *Heimdall* is in no way inaccessible to inexperienced roleplayers. Admittedly it's not as simple to get into as, for example, a shoot-or-beat-'em-up, but it looks as inviting as it plays and this is a sure-fire way to attract anyone slightly wary into shelling out the cash.

Definitely an improvement on *Landstalker*, every screen in its isometric fashion looks wonderful. Animations, such as flaming torches on the walls, are slicker

PROTIP

SAVE YOUR CURRENT STATUS JUST BEFORE A FIGHT. IN THEORY, THIS SIMPLE ACTION WILL SAVE YOU FROM RESTARTING ALL OVER AGAIN IF YOU DIE. GO ON, YOU KNOW IT MAKES SENSE.





The first map shows locations of the islands. And yes, three of these make Heimdall a very big game.



Secret rooms often surprise you with golden rewards. Use a spell to reveal their whereabouts.



These darn traps are everywhere. Unless you use a spell to reveal them you fall down and lose energy.



Select your warriors from this screen. Heimdall is always a good choice.



The blue rooms are filled with scrolls. Find the scrolls and read them to progress.



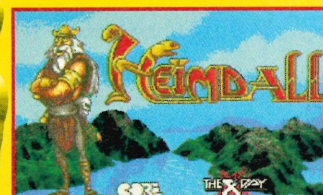
Minor details like this make the game such a pleasure to play. One, two, three... aaaahhh.



Another inventory screen showing a selection of spells and the current health ratings.



JVC
£49.99
OUT NOW



CD ACCESS:fast
PLAYERS:1
STAGES:n/a
SKILL LEVELS:1
FEATURES:RAM save
CONTACTVideo Games
Centre
(0202) 527314

PROVIEW

MARK ■■■■
RPGs aren't normally my tankard of mead, but I enjoyed this one.

PHIL ■■■■
Another classic RPG comes to the Mega-CD – and this is one of the best.

NICK ■■■■
Plenty of gameplay variety and superb presentation. Drink and be merry!

PROSCORE

GRAPHICS 85%

▲ The sprite movements and detailed backgrounds are impressive.

▼ Adopting the well-worn isometric playing view is a little dangerous.

SOUND 90%

▲ As I've already mentioned in the main text, the music is outstanding.

▲ Guitar solos of a quality like you've never heard on a Mega-CD.

GAMEPLAY 79%

▲ Control of characters, their inventories and fight sequences is spot on.

▼ A series of traps appears in almost every room – very annoying.

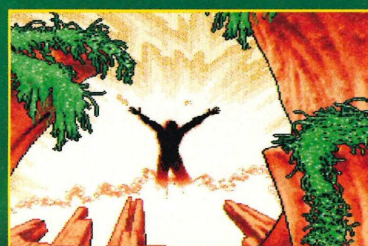
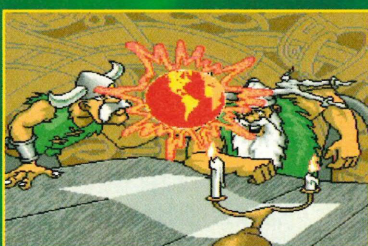
CHALLENGE 89%

▲ The difficulty level is on a par with the daunting *Landstalker*.

▲ A challenging learning curve to entice beginners and experts alike.

88%

Heimdall successfully opens up the world of fantasy RPG gaming to the adventurephobic, and still retains a high degree of difficulty. Sensational!





GAME GEAR

MOVE YOUR BODY



JAX'S ENERGY WAVE



KITANA'S FAN TOSS



LIU KANG'S FIREBALL

Just when you thought a contest of mortal combat was over, when the Shaolin tournament had been won, and the victor had held the trophy aloft – along comes Shang Tsung's master, Shao Khan. This vicious warrior has given the defeated Tsung a chance to redeem himself by organising another bloody battle. In this place of hell, eight fighters take their places for a blood and gore scrap. Scorpion, Jax, Liu Kang, Mileena, Shang Tsung, Reptile, Sub-Zero and Kitana enter the fray where the blood is sure to boil like it's never boiled before...

And so the second holy battle commences as Acclaim set their own challenge of producing yet another world-beating title. *Mortal Kombat* and *NBA Jam* have become classics – arcade conversions of the highest quality. Converted to the hand-held, along with virtually every format going, *Mortal Kombat II* has now arrived as promised.

Eagerly gripping the

The word 'fight' flashes up, accompanied by a speech sample. This speech is a first for an 8-bit machine.



PRO TIP

LIU KANG'S FATALITY MOVES ARE AS FOLLOWS:

DRAGON –
DOWN, TOWARDS,
AWAY, AWAY AND 2.

SPIKES –
TOWARDS, AWAY,
TOWARDS AND 1.

portable, the temptation of a new challenge was very strong. New characters, new moves, and better still – not one but two fatality moves per character. Wow! Spurting blood and decapitation is about to make the old Hammer House Of Horror films look like a picnic in the park!

I was not disappointed with the first fight. Playing as Mileena, one of the newcomers, her Sai Toss and Roll attacks were utterly devastating – to watch as well as perform. Reptile, the mystery fighter from the original that could only be fought by the greatest of warriors (double flawless victories etc) is now a regular, and a smart one at that too. His acid spit move is rather nasty, and the ability to

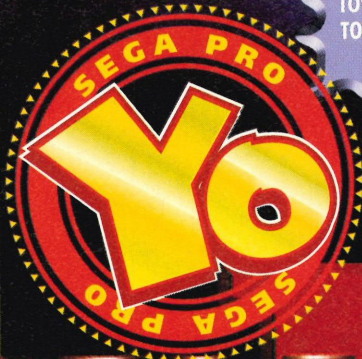
become invisible very useful.

On the crystal screen, it takes very little time to get used to the view. Sprites are huge, with a high level of detail and fantastic use of colour. What you see is an art – not just the backdrops (although there are only two), but the animation. It's incredible to think such quality could ever be achieved on the 8-bit system.

If you've never played *Mortal Kombat* (can't stand the sight of blood, eh?), it's a *Street Fighter II*-style one-on-one beat-'em-up – best of three bouts, long energy bar for each player and joystick combinations available to access loads of special moves.



Here are the eight fighters – and so there are many more new moves to find and master!



MORTAL KOMBAT II



MILEENA'S SAI TOSS



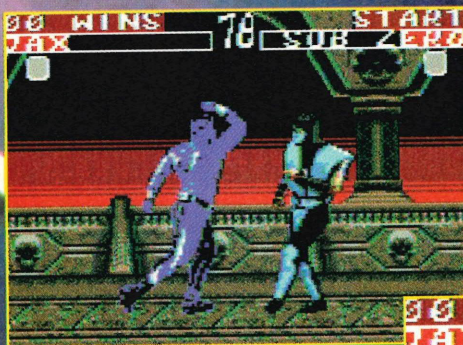
REPTILE'S ACID SPIT



SCORPION'S SPEAR



SHANG TSUNG'S ONE-SKULL



Sub-Zero pulls off his favourite move, the Freeze. Now an uppercut is easy – just watch the blood fly!

Partly what makes this such a great beat-'em-up is the tactical, skillful aspects players can make use of. The ducking and blocking needs to be timed carefully between savage attacks on all parts of the opposition's anatomy.

It can take a brave man to say this, but I believe this is the greatest 8-bit beat-'em-up ever to grace a console. Another Mortal Monday marketing ploy would most certainly take this to the top perch in the charts. And to think you can carry such an excellent arcade conversion around with you (ensuring you have a bum-bag of rechargeable AA batteries at the ready).

With sounds rising above the usual tinny noises we have grown accustomed to for GG titles, this is set to make a huge impact on humanity once again. It's very playable, rivalry is unmatched, and the challenge of discovering all the new features simply immense. *Mortal Kombat II* is a title you won't want to miss – even if it means decapitating your left and right hands first as a forfeit.

Mark "Mortal Madness" Hill **SP**



What a pose! As Kitana throws back her head, Mileena looks like she's the Karate Kid.



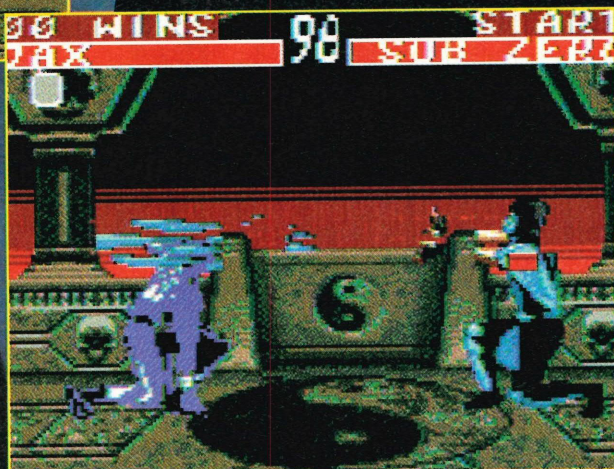
The uppercut is perhaps the easiest of all the moves. It's effective too – you get to see more blood!

Liu Kang throws Kitana over his head in an impressive back-roll motion. It's spectacular to watch!

Scorpion's spear is a very effective move. You can stand as far away as you wish and still reel your opponent in!



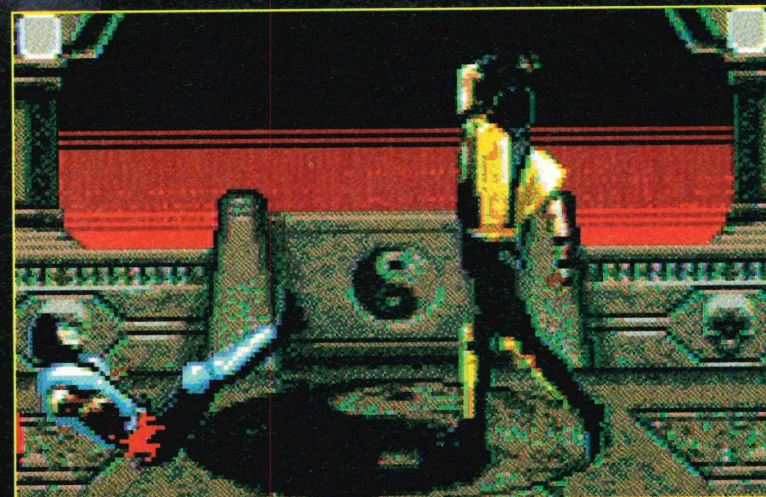
Sub-Zero is at it again – this time freezing Jax as he tries to crouch in a defensive position.



Mileena stands high over her opponent in celebration after defeating the other female fighter, Kitana.



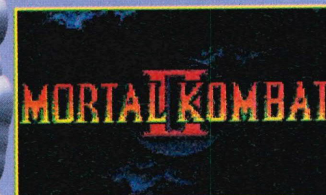
This fight between Reptile and Scorpion looks like it'll go to the wire. See Scorpion's roll attack.



Liu Kang's flying kick is a good way of drawing first blood in a fight. It gives you the edge.



ACCLAIM
£29.99
OUT: SEPT



CART SIZE:4Mbit
PLAYERS:2
STAGES:10
SKILL LEVELS:3
FEATURES:continues
CONTACT:Acclaim
(071) 344500

PROview

JASON ■■■■■

Third only to *Mean Bean Machine* and *NBA Jam*. The best in its genre on GG.

PHIL ■■■■■

What a terrific handheld conversion – almost as good as its MD big brother.

NICK ■■■■■

The best graphics I've ever seen on GG, with gloriously gory gameplay.

PROscore

GRAPHICS 94%

- ▲ The sprites are of superb quality – the best seen in any handheld title.
- ▲ Incredible Game Gear animation – just watch those moves and fatalities!

SOUND 89%

- ▲ Moving away from the tinny stuff we're used to, the music is great.
- ▲ There's even sampled speech! The word 'Fight' is said before each bout.

GAMEPLAY 93%

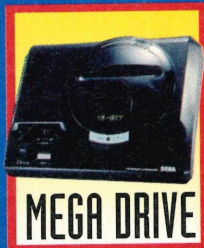
- ▲ New characters, two fatalities per fighter, loads of new moves!
- ▲ Such a brilliant conversion from arcade to Game Gear – great stuff.

CHALLENGE 95%

- ▲ Get the old Gear Link out for the ultimate one-on-one competition.
- ▲ Loads of challenges – ten fighters to beat, fatalities to pull off...

95%

As the best GG title this year, *Mortal Kombat II* sets a new high standard in 8-bit graphical technology. A stunning beat-'em-up not to be missed!



International Sensible Soccer

WORLD CHAMPIONS



SONY
£29.99
OUT: NOW

Sensible Soccer

CART SIZE:4Mbit
PLAYERS:2
STAGES:n/a
SKILL LEVELS:3
FEATURES:save game
CONTACT:Sony
(071) 9118700

Making its debut on the Amiga home computer, *Sensible Soccer* achieved instant cult status among footy fans and stayed at the top of the charts for an incredible 17 weeks. Last Christmas saw its transfer to the Mega Drive with a mixed response from the critics and a titanic tussle with EA's graphically superior *FIFA International Soccer*.

Now the game with possibly the tiniest sprites ever makes a welcome return, this time in a special limited edition incorporating all the World Cup teams and a similar tournament. *Sensible Soccer World Championship* runner-up Phil King finds out if it really is a whole new ball game...



All the World Cup Finals teams are in there, along with the original European ones.



The World Cup-style tournament has six groups of four teams – but only two points for a win!



At last, all the players now have real names. Now that's sensible.

Be under no illusions about this special limited edition of the classic footy game. It's merely an updated version to cash in on the World Cup Finals. This amounts to the inclusion of all 24 teams competing in a World Cup-style tournament.

Seeing as the omission of such an option was one of my main criticisms of the original *Sensible Soccer*, I was delighted at the prospect of finally taking England to World Cup glory. Ah, a slight problem here: you can't actually do this – you can only control one of the 24 teams who actually made it to the real Finals!

Still, it's great to be able to play Brazil, Nigeria or even USA in an authentic tournament with six groups of four teams followed by the knockout stages. Which brings me to another glaring error: you only get two points for a win in the group matches – not the three that were awarded in USA 94. Whoops.

However, while this new version has its flaws, it does have one big thing going for it: real team and player names. Yes, no more of that silly 'Peul Gescoigne' nonsense to supposedly avoid litigation. This time you get authentic line-ups – for both national and European club teams (including Arsenal, Liverpool, Man Utd, Celtic and Rangers). Just to be picky, I'll mention that you only get

16-man squads for the World Cup teams rather than the official 22, but otherwise it's a big 'hurrah'!

Erm, that's about it. There are no other differences from the original *Sensible Soccer*. Of course, you still

get all the old options and tournaments, including the chance to create your own custom cups and leagues – great for multi-player contests with your mates.

The gameplay's completely unchanged too. Not that I have a problem with that. In my book it still beats *FIFA International Soccer* for the sheer freedom to express yourself on the field, using your teammates to the full to create inventive attacking moves

– no two goals are quite the same. To make the most of it, I recommend playing with a joystick, as it's a bit fiddly with the old joystick.

Due to the minimal differences, this definitely isn't worth buying if you've got the original version. Otherwise it's great value at the new low price with a free three-month subscription to Roy Of The Rovers, 2000AD or Judge Dredd thrown in.

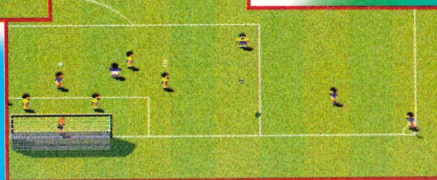
Phil "Footy" King SP



Relive the World Cup Final as Brazil take on Italy – it could even go to a penalty shoot-out!

There are plenty of bodies in the box, awaiting a nice curling corner kick.

Gooooooooooooo!!!!!! It takes fancy footwork to beat those computer keepers.



PROVIEW

JASON ■■■■
I much prefer *FIFA*, and this updated *Sensible Soccer* still can't beat it.

MARK ■■■■
I'm really a *FIFA* fan, but I can still appreciate the sheer playability of this.

NICK ■■■■
Not many changes, but well worth getting if you don't own the original.

PROSCORE

GRAPHICS 70%

- ▲ The small scale of the view lets you plan your attacking moves more easily.
- ▼ Titchy sprites and a dull pitch make the action less spectacular than *FIFA*.

SOUND 83%

- ▲ The crowd cheers and groans in response to the match action.
- ▲ Upbeat music accompanies the action – purists can turn it off.

GAMEPLAY 88%

- ▲ Complete freedom to play in your own style, creating clever moves.
- ▼ Playing with a joystick is a bit fiddly – it's much better with a joystick.

CHALLENGE 91%

- ▲ Three skill levels: computer teams are really tough in Expert mode.
- ▲ Enjoy epic multi-player tournaments which can be customised.

88%

Few improvements on the original game; but if you don't already have that, this version represents great value for money.

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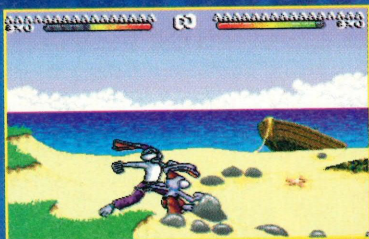
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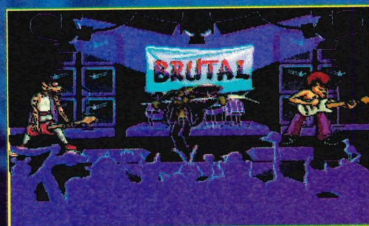
BRUTAL

Every year the Dali Lama travels the world in search of the greatest warriors. He judges not only on martial arts prowess but how far they truly possess the 'warrior spirit'. When he's chosen his fighters, he invites them to stay on his island – a peaceful place where they compete to see who is worthy to wear the belt of heaven.

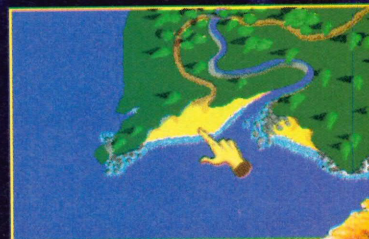
Going by the name of *Brutal*, this suggests we're in for a heavy-weight contest that could knock *Mortal Kombat* out the ring as best CD beat-'em-up of the year. Welcome Gametek's combat cartoon featuring ten different fighters, groovy sounds and a special-moves training option. Is it as brutal as it sounds?



Kung Fu Bunny engages in battle with his mirror match. What's up doc?



If you like, there's an option to listen to the Brutal Band playing a really groovy number.



On Dali Llama's Island you'll start fighting on the beach. There are ten scenarios.

There have been few good beat-'em-ups for the Mega-CD. *Final Fight* was undoubtedly the best for its time, and *Mortal Kombat* is worth a mention, but it's high time we saw a new CD fighting game – and that's where Gametek come in.

They've put together a game of cartoon martial arts featuring ten different characters (the forthcoming Mega Drive version will only have eight), 200 frames of animation per sprite, a belt system (white belt to second Dan), ten locations, pumpin' music and sampled voices. The game structure is much like *SFII* – energy bar for each player, special moves, best of three rounds (although you can select five or seven), soft to hard punches and kicks, and three speed modes.

The extensive options screen includes the usual choice of one or two players. In solo mode you're faced with the task of defeating ten characters – including the mirror-match. In two-player head-to-head you have the chance to select one of the ten backgrounds and fight like you would in *Street Fighter* – for pride!

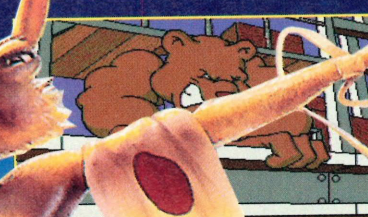
After watching the impressive introduction sequence of Ivan the bear (as good as any cartoon you'll see on TV), the fights begin. You start with the lowest skill level, white

belt – your ultimate aim to receive a second Dan standard, and that means defeating all your opponents.

Graphics are very well done, both on the fighter match-up screens with their action poses profiled alongside statistics for previous bouts, and at the start of the fight where the cartoon feel comes over extremely well. Another nice touch can be admired when selecting one of the eight fighters (the last two, Karate Croc and Dali Llama are bosses – you'll have to earn to right to meet them!). Each character has a silhouette of their figure on a high rock against a sunset background (Foxy Roxy gets full marks from me for her elegant

style!) – it's like something out of *Karate Kid*.

The fighters themselves disappointed me. Bouts are a little unconvincing with weak connecting punches and kicks just not giving a fight enough sense of hard-hitting realism or rivalry. It all looks very nice as a cartoon, but you can see where the



PROTIP

MANY OF THE CHARACTERS CAN INFLICT A GREAT DEAL OF DAMAGE IF YOU STAND STILL FOR TOO LONG. SO IT'S A GOOD IDEA TO KEEP MOVING AND SOMETIMES JUMP AT YOUR OPPONENT FOR A SAFER APPROACH.



tactical gameplay has suffered. It requires little intelligence to see your foe off.

I'm not kidding when I say I defeated an opponent on the sixth stage without looking at the screen. A simple salvo of low sweeping kicks soon had my opponent clinging to the ropes (or in this case dropping like a sack of spuds to the deck). The bosses proved to be tougher, but this was the only time when I found the special moves to be beneficial!

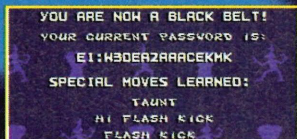
The most positive feature about this is the way these special moves are learnt. You must fight to earn the right to use them! The moves are taught to you by Dali Llama as you progress through the game. Win two bouts and a diagram appears, showing you which combination of D-Pad and button presses is required. You have 30 seconds to comply, otherwise access to the specials is well and truly denied!

It's innovative, but as most of your attention goes into fighting, you'll see how *Brutal* does not deliver the same kind of tactically bone-crunching display found in *SFII* and *Eternal Champions*. A good idea using toons, but lacking gameplay.

Mark "Brute Force" Hill SP



Kung Fu Bunny pulls off one of his special moves: a Guile-style Flash Kick. Whaaaaack!



The password facility allows you to start with any previous special moves found.

The silhouettes behind the screens are a nice touch - you can still see fairly well.

Here's a novel idea - learn the special moves as you win fights. A good incentive?

After each fight you get all the stats in minute detail. There's even a text commentary.

KENDO COYOTE			
ATTACKS	BLWS	BLWS	
PUNCHES 000	HEAD 000	011	
KICKS 034	BODY 007	007	
TAROS 000	LIC 000	000	
BLWS 000	NIGHTY 000	000	
ACCURACY 030	WEAR 000	000	

CONQUEROR			
LISTED MARK USING ACCURATE WEAK KICKS.			
ATTACKS	BLWS	BLWS	
PUNCHES 000	HEAD 000	000	
KICKS 000	BODY 000	000	
TAROS 000	LIC 000	000	
BLWS 000	NIGHTY 000	000	
ACCURACY 037	WEAR 000	000	

The 'Out Takes' option gives players the chance to see a film of the characters in action!



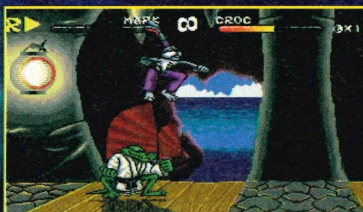
Remember the cartoon Animal Olympics? These characters are presented in a similar style.

This is one of the Prince's special moves: the Bite. Learn this after four victories.



Foxy Roxy - slim, elegant, acrobatic and fast! This female is more than just legs.

If you can defeat nine characters to reach second Dan, the chance to fight Dali Llama is yours.



Karate Croc is the ninth character you'll meet - in the tower on the island. Only one victory away from Dali now!



GAMETEK
£39.99
OUT SEPT



CD ACCESS:medium
PLAYERS:2
STAGES:10
SKILL LEVELS:1
FEATURES:passwords
CONTACTGametek
(0753) 553445

PROVIEW

JASON ■■■■■
Not convinced. Bring on the MD version and I'll bet it's virtually identical.

NICK ■■■■■
Fun for a while, but there is too much watching and not enough playing.

PHIL ■■■■■
There are some very innovative features and I found it playable enough.

PROSCORE

GRAPHICS 86%

- ▲ The cartoon animation presentation screens have been done very well.
- ▼ When the fighters connect it's all a little unconvincing.

SOUND 84%

- ▲ There are over 20 really groovy tunes to listen to.
- ▼ The fighters' various grunts and moans can become irritating.

GAMEPLAY 73%

- ▲ The novelty of a beat-'em-up cartoon provides entertainment.
- ▼ But the fights can be won with little skill involved. A great shame.

CHALLENGE 74%

- ▲ The special moves must be learnt and earned. A novel feature.
- ▼ Far too much of a stroll. Basic kicks and punches will get you through this.

72%

A very well-presented comedy beat-'em-up let down by some unintelligent fighting and a fairly easy challenge. *Mortal Kombat* CD still has the edge.

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- Banshee
- Battle Chess

- BC Racers
- Beauty and the Beast
- Benefactor
- Biometal
- Brutal Sports Football
- Bubble and Squeak
- Burn Cycle
- Captain Commando
- Chaos Engine
- Colonization
- Command and Conquer
- Creature Shock
- Curse of Enchantia
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- Discworld
- Donkey Kong '94
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- Doom
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- FIFA International Soccer
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THE MAGAZINE

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For Sale 5 Master System II games. *Strider*, *Alien 3*, *Sonic 1*, *Rampart* and *Marble Madness*. All for £65 or 1 for £15. Tel Rich on (021) 544 1833 after 4pm. All in good condition.

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Hi, I'm looking for a female penpal aged 12–14 years. Must like music and Sega. I'm 14. Please write to Nick Levy, The Old George and Dragon, Charlton-on-Otmoor, Nr Kidlington, Oxfordshire OX5 2UG.

Hi! I'm looking for a penpal aged 10–13 who is interested in the Mega Drive and playing the guitar. Write to Jack, 183 Mornington Rd, London E11 3DT.

15 year old seeks Penpal of 13–16 M/F. Must have Mega Drive. Write to Karl Hinde, 13 Hampshire Close, Binley, Coventry CU32 2FP.

WANTED

A Game Gear with a broken screen only. Power indicator must come on. Contact M Cuddington (0283) 732671

Wanted for Mega Drive. *Jungle Strike*, *FIFA Soccer* and *NBA Jam*. Write to Sigurdur Sigurdsson, Kjarrholmi 2Y, 200 Kopavogur, Iceland.

SWAP

Mega Drive games – just send a cheque for £4.50,

payable to J Zerihan, together with your complete Mega Drive and three different game type preferences (eg – beat-'em-up, racing), to: 45 Kynaston Road, Orpington, Kent, BR5 4JT by August 31.

I will swap *Cosmic Spacehead* or *Road Rash 2* for your *WWF Royal Rumble*. If interested ring Matt on (0602) 393152 now. I have *Ultimate Soccer* for sale £19.99 too.

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Swap Game Gear with *Sonic 2*, *Donald Duck* and *Tazmania* for Game Boy with about five games. If interested tel (0226) 711497 (ask for Michael) after 6.00pm.

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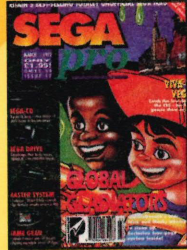
Grab those issues you might have missed!

SEGA PRO

BACK ISSUES



ISSUE 16 £3.00
Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Date's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



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You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MD), Shinobi II (GG), Streets of Rage (GG) and many more.



ISSUE 18 £2.00
Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD)...



ISSUE 19 £2.75
Read the exclusive review of Cool Spot on the Mega Drive inside - only in SEGAPro. Plus Night Trap (CD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG)!



ISSUE 20 £3.00
An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...



ISSUE 21 £2.75
Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS)...



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Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal Kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS).



ISSUE 23 £3.00
Amazing new-look SEGAPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



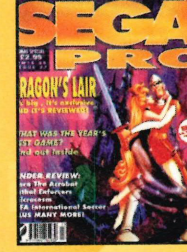
ISSUE 24 £32.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



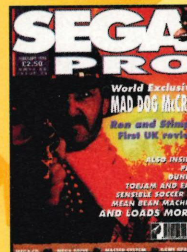
ISSUE 25 £2.75
Incredible world exclusive this month as we take the first look at Aero the Acro-Bat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, previews, reviews, tips and the rest of the stuff that makes SEGAPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours, Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acro-Bat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SEGAPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog Mike, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



ISSUE 30 £2.75
A new look this month and yet another freebie - this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glimpses at RBI '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning new platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month - free stickers and a free Mortal Kombat comic! Sometimes we amaze even ourselves...



ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...

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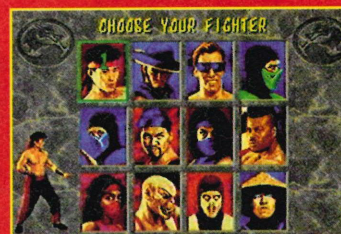
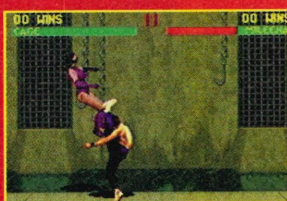
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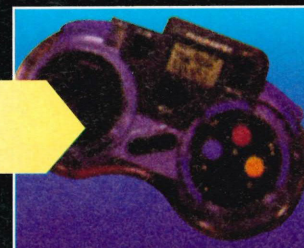


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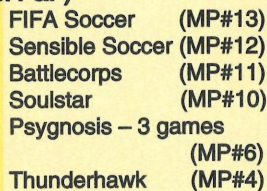
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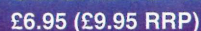


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ISSUE 3 ON SALE NOW



Keeping up to date with the latest software titles, we have some great new tips for you to try out this month. Bust your way through The Chaos Engine with our comprehensive list of passwords, get a head start in the fabulous Dune II and access those secret game modes in FIFA CD! Oh, and you may find our Super Street Fighter II guide quite useful too...



PROTIPS

MARK'S THE MAN

Send all you tips down to me in Bournemouth at the usual address:

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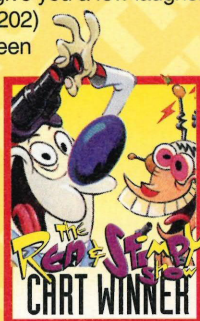
Think about it, you can send in any kind of tip, be it a guide, a set of maps, a programmer's cheat, a set of passwords or even some games-playing advice. There are plenty of prizes up for grabs from our sponsors each month, so show us your creative skills. Innovation is the key to success!

REN AND STIMPY CARTRIDGE PRIZES



Sega are giving away five free Ren And Stimpy cartridges this month to those readers who've sent in the best tips. If you've yet to see their witty cartoon on satellite, this will give you a few laughs! Simply dial (0202) 299900 between

10.00am and 5.00pm to claim your free cart, or alternatively write to the above address and add the words 'Tips Claim' for a speedy reply.



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Aladdin	75
Boxing Legends Of The Ring	77
Castlevania	77
Chaos Engine	74
Chuck Rock 2	74
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GUIDES AND SOLUTIONS



Beat your mates black and blue with our guide to all the special moves.....78

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James Pond II	81
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Ecco The Dolphin	81
Krusty's Funhouse	81



TIPS HELP

This man needs HELP! Whoops I mean this man gives help on all those tricky games.....78



MEGA DRIVE

CHUCK ROCK 2

For a level select on Core's rock-hard *Chuck 2*, press B, A, RIGHT, A, C, UP, DOWN, A on the title screen. Then restart the game and press START. Then hold A and push RIGHT on the D-pad to skip a level.



DUNE 2

PASSWORDS

ATREIDES (BLUE)

- 2 DIPLOMATIC
- 3 SPICEDANCE
- 4 ETERNALSUN
- 5 DEFTHUNTER
- 6 FAIRMENTAT
- 7 ASHLIKENNY
- 8 SONICBLAST
- 9 DUNERUNNER

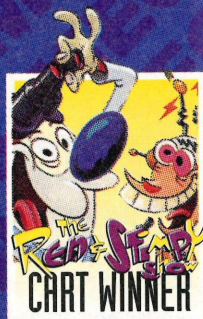
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- 3 BURNINGSUN
- 4 DARKHUNTER
- 5 EVILMENTAT
- 6 ITSJOEBWAN
- 7 DEVASTATOR
- 8 DEATHRULER

ORDOS (GREEN)

- 1 DOMINATION
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- 3 ARRAKISSUN
- 4 COLDHUNTER
- 5 WILLYMENTAT
- 6 SLYMELANIE
- 7 STEALTHWAR
- 8 POWERCRUSH
- M Moodie, Dyfed



THE CHAOS ENGINE

EXCLUSIVE PASSWORDS!



Continuing the trend of producing quality tips, we bring you these very useful passwords for Microprose's new title, *The Chaos Engine*.

ONE-PLAYER GAMES

WORLD 3

Navvie	17 Lives,	Skill 10,	Cash 54,952
Preacher	9 Lives,	Skill 10,	Cash 34,572
Password	2T2ZMM2BBN35		

WORLD 2

Thug	18 Lives,	Skill 10,	Cash 13,726
Navvie	12 Lives,	Skill 10,	Cash 1,220
Password	YKLSLTL4S1#M		

WORLD 4

Brigand	31 Lives,	Skill 10,	Cash 48,120
Gentleman	17 Lives,	Skill 10,	Cash 48,486
Password	#YRS0F4W3VDN		

WORLD 2

Navvie	3 Lives,	Skill 10,	Cash 41,732
Preacher	2 Lives,	Skill 10,	Cash 19,186
Password	6#4W7YWL3R5X		

WORLD 3

Preacher	21 Lives,	Skill 10,	Cash 14,360
Navvie	29 Lives,	Skill 10,	Cash 1,466
Password	T2YGH9QQ#236		

WORLD 3

Preacher	4 Lives,	Skill 10,	Cash 2,680
Thug	5 Lives,	Skill 10,	Cash 21,770
Password	FPN8R#82ZF3C		

WORLD 2

Preacher	20 Lives,	Skill 10,	Cash 32,032
Navvie	4 Lives,	Skill 10,	Cash 65,516
Password	P#9QQ7Q7PVBM		

WORLD 4

Gentleman	11 Lives,	Skill 10,	Cash 31,908
Preacher	15 Lives,	Skill 10,	Cash 7,316
Password	P2MG2L73RQMS		

WORLD 2

Gentleman	16 Lives,	Skill 10,	Cash 14,178
Mercenary	9 Lives,	Skill 10,	Cash 24,558
Password	Y25RMW536YZL		

WORLD 2

Mercenary	8 Lives,	Skill 10,	Cash 55,400
Thug	28 Lives,	Skill 10,	Cash 37,278
Password	YKXVGL7HXMDM		

TWO-PLAYER GAMES

WORLD 4

Gentleman	8 Lives,	Skill 10,	Cash 63,010
Preacher	11 Lives,	Skill 10,	Cash 55,790
Password	P1MCYV#07HGV		

WORLD 2

Brigand	26 Lives,	Skill 10,	Cash 5,662
Preacher	5 Lives,	Skill 10,	Cash 12,404
Password	2XY4RJK2GQ22		

WORLD 4

Mercenary	28 Lives,	Skill 10,	Cash 20,308
Preacher	Lives	31, Skill 10,	Cash 7,740
Password	#XRCKT#MZX6B		



McDONALD'S TREASURELAND ADVENTURE

LEVEL SELECT

On the title screen, press left, right, A, B and C (you should hear a sound to indicate the cheat has worked). If successful you should be presented with a handy level select.

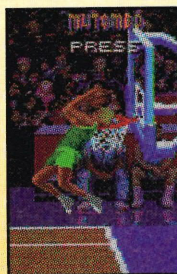


NBA JAM

SOUND TEST

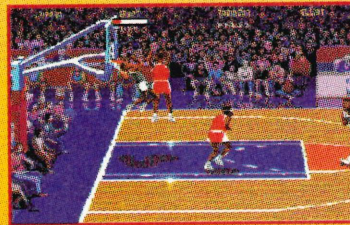


Not a cheat as such, but a smart way of listening to your favourite speech samples in *NBA Jam*. First select 'yes' to enter your initials, then enter the first two initials of the following characters and put the cursor over the third initial without selecting it. After doing this, hold down START and the corresponding button for that speech sample.



SPEECH SAMPLE	INITIALS	BUTTON
HELLO	GAP	C
IT'S A BLOW OUT	SNK	C
OH MY	CHR	C
IS IT A TWO	JAZ	B
BOOMSHAKALAKA!	ZOB	B

These initials also let you access some of the records on the greatest players scoreboard.



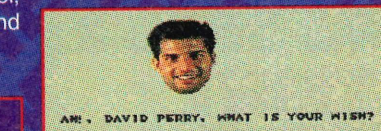
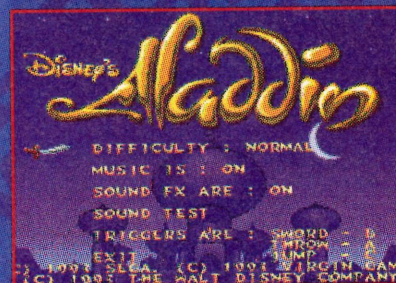
ALADDIN

PROGRAMMER'S CHEAT SCREEN



Select 'options' on the title screen, then press A, then C four times. Now press B four times (the sword will change the options, but this makes no difference). Dave Perry's face will appear, followed by the cheat screen. You'll be able to select infinite lives, start on any level, turn a 'freezeability' option on or off and use the 'map view mode' too!

Gareth Hill, Wiltshire

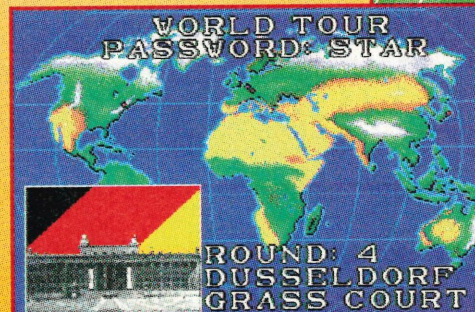
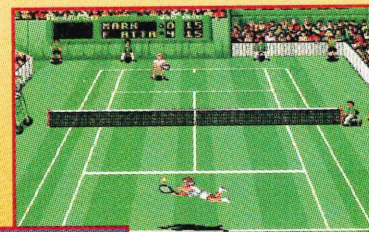


PETE SAMPRAS TENNIS

PASSWORDS

To complete the World Tour, enter these passwords:

Round 12	HOUSE
Round 13	CUE
Round 14	DURHAM
Round 15	JUMPING
Round 16	HAPPY
Round 17	MEGA



To start the Huge Tour with a respectable ranking of 20th (enter ZEPPELIN on the World Tour password screen to access Huge Tour and Crazy Tennis), put in this password:

PRLSML
Derek Pugh, London

JUNGLE STRIKE

LEVEL CODES



We've come to the conclusion that the disappearing rainforests of this world are the fault of our readers. We've had tons of letters sent in over the last few month giving codes for *Jungle Strike* – think of all that wasted paper! So we are doing our bit for the environment by printing the codes once again, for those who've only just picked up their second-hand car boot sale copy of EA's classic title. Next month – woodcutters go on Strike...

Campaign 2	RL6CH3RVMCZ
Campaign 3	9VMHDYBXN67
Campaign 4	XT6ZFBXTSPM
Campaign 5	V4MCD397SW
Campaign 6	WMK3W746JK7
Campaign 7	TGZX4CFDYRP
Campaign 8	7L5PCF3BRWC
Campaign 9	N4HCFK9XVVK
19 Lives	VNHYWMGZBCA

John Ashhurst, N Ireland





MEGA DRIVE



TMNT TOURNAMENT FIGHTERS

ENERGY DRAINERS

When your fighter's energy level is low (the meter starts flashing), pull off these following moves to drain half your opponent's energy:

RAPH

AWAY, TOWARDS, TOWARDS, DOWN, DOWN-AWAY and C.

DON

TOWARDS, AWAY, DOWN-AWAY, DOWN and C.

RAY

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

MIKE

TOWARDS, AWAY, DOWN-AWAY, DOWN and C.



CASEY

TOWARDS, AWAY, TOWARDS and C (in close).

APRIL

AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS, TOWARDS and C (in close).

SISY

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

LEO

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

Tommy
Tuza,
Luton

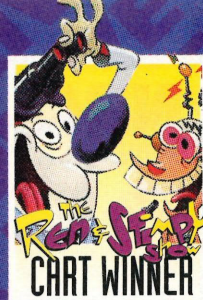


POWERMONGER

PASSWORDS



The password levels run from 1 to 194. Level 1 is in the top-left corner of the grid, and running from left to right across the rows, 194 is the final level in the bottom-right corner. Here are the passwords for each level (select 'restore conquest' to enter password, then select 'continue conquest' with button A to start on the level). Sometimes letter 'S' may mean number '5', or number '0' may mean letter 'O'. As these codes were sent to us in freehand, you may need to bear this in mind and make the relevant changes.



1	HOTAXG	66	HPLTGIYMQQ
2	HNLTFXQ	67	HYNAQB6
3	HPNA3G	68	HE74RXQ
4	HP7ZXQ	69	GVJXKRAQG
5	HZJ2FQ	70	G55YG52N
6	GSJYGSNN	71	GV4XMEQ
7	HA4M3Q	72	BMFG
8	XMZG9	73	GJSYG55N
9	GJJYGSND	74	G435IYNNQ
10	G43RIYMDQ	75	GJAYB7
11	GJPYN7	76	GW528
12	GWRNP	77	GLOSIV4NQ
13	GLORIYZDQ	78	G363KRFDG
14	G36HKRF4G	79	GLTSDQ
15	G4TRFQ	80	G73N2Q
16	G7HMSQ	81	GC6C7RADG
17	GC6J7RA4G	82	HYZAIQ52X
18	HYZPIGSNX	83	G4HKSND
19	G4H7DA	84	HPJLK2X
20	HPJL7NX	85	GCJV6RADQ
21	GCJS6RA4Q	86	HEJYLQVV6
22	HEJ7LQV26	87	GJ56VX
23	GJJ62X	88	2MSG
24	3MLG	89	GJVFSS4
25	GJCFGSD4	90	GYB6RFSQ
26	GYK6RFLQ	91	HYN56VK
27	HYNJ62K	92	HPN342K
28	HPN3YNK	93	HYNADGSSK
29	HYNPDGSDK	94	G42ZIYN3Q
30	G4U2IYNOQ	95	GC6V4BQ
31	GC65Z6Q	96	G7VN3Q
32	G7SMOQ	97	G4OXIY43Q
33	G4OIIY2OQ	98	HPPLXIYNXQ
34	HPPLIYMIQ	99	GCPBNVQ
35	GCPKMAQ	100	HEPUR4Q
36	HEPIRCQ	101	GJAKGSSG
37	GJPKGSDG	102	GPFEWZLW
38	GPAEWZ3X	103	GJVLVI
39	GJCL2I	104	NMAG
40	CMSG	105	GVK27RAAG
41	GVKL7RA5G	106	GM4DJW2LG
42	GM4PGWZ3G	107	GVJ2Y3Q
43	GVJLUOQ	108	GADZAQ
44	GAPZ5Q	109	G4HVIY44Q
45	G4HAIYZYQ	110	GCX2KRFPQ
46	GCXLKRFJG	111	G4OVSG
47	G4OADG	112	G72NLQ
48	G7LMTQ	113	G3YN7RAPG
49	G3Y47RAJG	114	HWAZ5QVCG
50	HWAL5QVBG	115	GLOBSD
51	GLO6DD	116	HPLOB2I
52	HPLO6NI	117	HYNSCGSSI
53	HYNJCGSDI	118	HETULQVC6
54	HETTLQVB6	119	GVKN44Q
55	GVK4ZYQ	120	MMOG
56	VMHG	121	MMOG
57	GV4Z6RAHG	122	GFZMQVCI
58	GFLMQVBI	123	GCJMNLI
59	GCJZMTQ	124	IDFUMNMMO6
60	GN36RHQ	125	IDUUMMUMOI
61	GCPX6RAHQ	126	IDRUMMFMO7
62	GO6YWZXI	127	G3YM4KQ
63	G3YZZ7Q	128	G7MNHQ
64	G7ZMWQ	129	EAMMMMMMMMMM
65	GLTGIYZWQ		MM2IQQQ

HOME ALONE

WEAPONS LIST

NORMAL

Weapons	Platform	Operator	Ammo
Hot Coal Rifle	Crossbow	Wire	Coals
Hot Coal Launcher	Scoop	Wire	Coals
Hot Coal Mortar	Can	Wire	Coals
Snowball Bazooka	Hairdryer	Rub Bands	Snowballs
Snowball Launcher	Scoop	Rub bands	Snowballs
Snowball Mortar	Can	Rub Bands	Snowballs
Pepper Rifle	Crossbow	Balloons	Pepper
Pepper Bazooka	Hairdryer	Balloons	Pepper
Pepper Launcher	Scoop	Balloons	Pepper
Pepper Mortar	Can	Balloons	Pepper
Glue Rifle	Crossbow	Balloons	Glue
Glue Bazooka	Hairdryer	Balloons	Glue
Glue Launcher	Scoop	Balloons	Glue
Glue Mortar	Can	Balloons	Glue
Superball Launcher	Scoop	Rub Bands	Ball
Superball Mortar	Can	Rub Bands	Ball
Electrical Grenade	Can	Wire	Magnet

EXPERT

Weapons	Platform	Operator	Ammo
Rope Rifle	Crossbow	Rub Bands	Rope
Rope Launcher	Scoop	Rub Bands	Rope
Rope Mortar	Can	Rub Bands	Rope
Sonic Wave Gun	CD Player	Wire	Battery
Flashbulb Shotgun	Camera	Wire	Flash Bulb

Simon Hibbert, Leicestershire

JURASSIC PARK

PASSWORDS

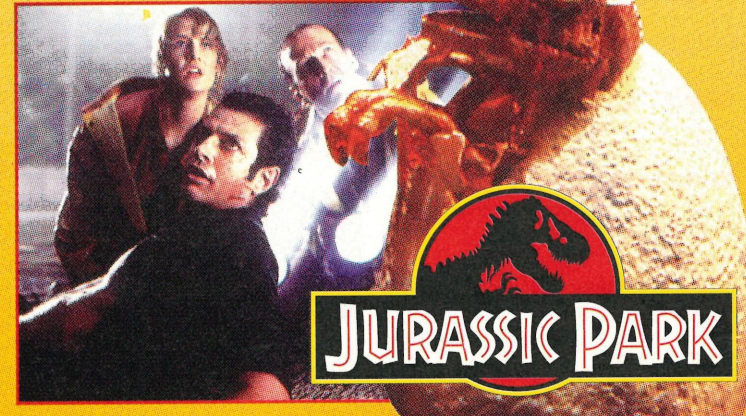
DR ALAN GRANT

	EASY	NORMAL	HARD
POWER STATION	2ATIJ01F	279J2029	2008H03U
RIVER	4LN2305Q	4FN3I065	4078007Q
PUMPING STATION	6PJP2051	6VVVK0E5	6038003K
CANYON	8VVVL2D9	8VVVM2QN	8CFQH2FV
VOLCANO	AVVVN0DB	AVVUTAQ7	AGNQ22FU
VISITOR'S CENTRE	CVNQRULA	CVVVVCQE	CKRQ34B7

RAPTOR

POWERSTATION	I21G0016
PUMPING STATION	K21G0018
CANYON	M21G001A
VISITOR'S CENTRE	O21G001C

Mr J L Fearnley



130	TPAMMMMMMMMMMM	164	HEPUMKDIQ
	MM2XQQQ	165	I7UMMMOBI
131	TBZMMMMMMMMMM	166	ITUMMPB7
	MXQQQ	167	GJVMCZTQ
132	7OFMMMMMMMMMM	168	MMABD
	MMXQQQ	169	IOZMMMCNNQ
133	UTMMMMMMMMMM	170	IABMM2FDG
	MMLQQQ	171	GVJMNK37
134	GSSMXCWZ2X	172	GAFMPB6
135	USMMMMMMMMMM	173	IDBUMM6VI
	MMXQQQ	174	GCXMN4HTXQ
136	MMRBN	175	G4OM25JQ
137	IQMMM3MMQ	176	G7MNZGKQ
138	IEFMMBMMI	177	G3YMNXHTIQ
139	GJAMXVIG	178	IDWZMMMHCX
140	GWMBFSG	179	GLOMZHHX
141	IIVMMMSMCQ	180	IOWMMM24SQ
142	IPQMMM3MBG	181	IOHMM2NJQ
143	GLTMBKQ	182	IO3MMMNYPH
144	G7MNU3K	183	GVKMNCXX
145	IDGUMMNGNX	184	MMFXVQ
146	IDXUMMNHNK	185	GV4MN2G2IQ
147	G4HMBHSX	186	GFZMZBYDQ
148	HPJLMB55Q	187	GCJMNMGKQ
149	IDMUMMNKNI	188	GN3FMGI7Q
150	IDMZMMNLN7	189	GCPMMWG3I
151	GJSM35UQ	190	GOFMGXPB
152	MMUB4	191	G3YMNNGGQ
153	ITZMMN22X	192	G7MNMG7
154	IUSMMMDNC	193	GLTMNWWPG
155	HYNSM35YG	194	HPLTMNWWRG
156	HPN3MBVJG		
157	ISGFMM2VCG		
158	IFGUMMN227		
159	GC6MND3G		
160	G7MNF37		
161	ID7UMMMQB		
162	IDYUMMMWBK		
163	GCPMN536		



MARKO'S MAGIC FOOTBALL

PASSWORDS

- 2 HAUNTING
- 3 BSTOKE
- 4 GUNGETNK
- 5 ECTOPLSM
- 6 JAWS
- 7 GARAGE
- 8 TRAFFIC
- 9 ELF
- 10 KRUSTY
- 11 BARREL
- 12 CRABTREE



BOXING LEGENDS OF THE RING

00813E6008

Use with code below to allow you to play the US version on UK machines.

00030C4E71

Use with code above.

FFB5B5000X

Round select (0-B).

FFAA790009

In exhibition mode the computer character is like a human punch bag.

FFCBBE0040

Unlimited time.

CASTLEVANIA BLOODLINES

0001F04500

Allows you to play the US version on UK machines.

0001F04A00

Allows you to play the US version on Japanese machines.

FFFB2F0006

Infinite lives.

FFFB0E0063

Unlimited special weapons.

EA HOCKEY

FFD9150050

Player 1 starts with 80 goals.

FFD99D0050

Player 2 starts with 80 goals.

PGA TOUR GOLF

FFD0F70000

Always get a hole in one. Unlimited energy for player 2.

FFE08B0005

Infinite lives for player 2.

SUNSET RIDERS

FFCA42001B

Maximum power-ups for player 1.

FFCAC2001B

Maximum power-ups for player 2.

TOEJAM & EARL

IN PANIC ON FUNKATRON

FFA9290001

Infinite funk.

FFA9210001

Infinite funk vacs.

FFA91B0001

Infinite super jars.

FFA91F0001

Infinite panics.

FFA9270003

Infinite continues.

WIZ 'N' LIZ

FF07070003

Infinite lives for player 1.

FF08AF0003

Infinite lives for player 2.



MEGA DRIVE

Last month we brought you the review, this month we bring you tips. Yep, tips in the shape of all those special moves. It's

a handy couple of pages for you to use as a quick reference guide for fighting.

STREET FIGHTER II

FEI LONG

REKKA KEN

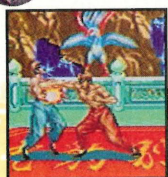
DOWN, DOWN-RIGHT, RIGHT and PUNCH.

RISING DRAGON KICK

AWAY, DOWN, DOWN-AWAY and KICK.

USEFUL COMBO

The kick-boxer Fei Long can pull off a great combo. If your opponent does not retreat at the start of a bout, attack with a low kick, but be ready to block if this fails. Follow up the low kick with a standing jab, then execute a Rising Dragon Kick. The flaming end to this combo is a great way to finish off.



CAMMY

FRONT KICK

TOWARDS, DOWN, DOWN-TOWARDS and KICK.

CANNON DRILL

DOWN, DOWN, TOWARDS, TOWARDS and KICK.

SPINNING KNUCKLE

AWAY, DOWN-AWAY, TOWARDS and PUNCH.

USEFUL COMBO

Cammy joins Chun Li as the only other female fighter. She may look weak against the likes of Ryu and Zangief, but her acrobatic movements are quick and rewarding. For an effective combo, attack with a high kick, then immediately execute the cannon drill. As you land and your opponent recovers, follow up with a Front Kick – a very lethal blow.



T HAWK

THE HAWK

Press all three PUNCH buttons together in midair.

THUNDERSTRIKE

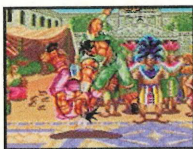
TOWARDS, DOWN, DOWN-TOWARDS and PUNCH.

THE STORM HAMMER

Move the D-Pad in a 360-degree rotation and press any PUNCH button.

USEFUL COMBO

Hawk is the biggest fighter, and clumsy in many respects. He can pull off an effective combo though. First attack with a low hard kick, then follow up with a standing punch. As your opponent retreats, quickly engage in a Thunderstrike, ensuring you opponent is not out of reach!



DEE JAY

HYPER FIST

DOWN for 2 seconds, then UP and simultaneously press any PUNCH button repeatedly.

MAX OUT

AWAY for 2 seconds, then TOWARDS and PUNCH.

DOUBLE DREAD KICK

AWAY for 2 seconds, then TOWARDS and KICK button.

USEFUL COMBO

Like T Hawk's combo, attack with a low hard kick, then follow up with a soft standing punch. As the punch is made, quickly charge up a Hyper Fist, and complete this rather effective combo by sweeping a hard kick under the feet of your opponent.



RYU

FIREBALL

DOWN, DOWN-TOWARDS, TOWARDS and PUNCH.

RED (STUN) FIREBALL

AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS, TOWARDS and PUNCH.

DRAGON PUNCH

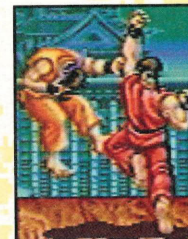
TOWARDS, DOWN, DOWN-TOWARDS and PUNCH.

HURRICANE KICK

DOWN, DOWN-AWAY, AWAY and KICK.

USEFUL COMBO

Ryu, one of the most popular fighters, can perform an easy, but effective four-hit combo. Jump into your opponent with a medium punch, then combine the Dragon Punch. Bang, bang, bang, bang – it's a devastating blow!



EDMOND HONDA

HUNDRED-HAND SLAP

Press any PUNCH button repeatedly.

SUMO HEAD BUTT

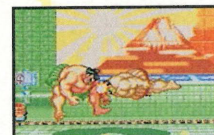
AWAY for two seconds, then TOWARDS and PUNCH button.

SUMO SMASH

DOWN for two seconds, then UP and KICK.

USEFUL COMBO

Try this! First perform a Sumo Head Butt, then go into a hundred-hand slap. As your opponent is stunned, do the rapid knee jab, then finish the job off with a Sumo Smash.



BLANKA

ELECTRICITY

Press any PUNCH button repeatedly.

ROLLING ATTACK

AWAY for two seconds, then TOWARDS and PUNCH.

VERTICAL ROLLING ATTACK

DOWN for two seconds, then UP and KICK.

BEAST LEAP

AWAY for two seconds, then TOWARDS and KICK.

USEFUL COMBO

First alternate between a series of strong flying kicks and uppercuts. Then, as your opponent is stunned, go for the Face Bite. Finish the dish off with a charged-up rolling attack as your opponent moves backwards!



GUILE

SONIC BOOM

AWAY for two seconds, then

TOWARDS and PUNCH.

FLASH KICK

DOWN for two seconds, then UP and KICK.

USEFUL COMBO

This war hero only has two special moves, but the ones he has give him the tough-nut image he carries. Attack your opponent with a midair punch, then as you land, duck down and follow up with two low soft kicks whilst charging up for the Flash Kick. Push up with a hard kick to finally flash your opponent out!



KEN

FIREBALL

DOWN, DOWN-TOWARDS, TOWARDS and PUNCH.

DRAGON PUNCH

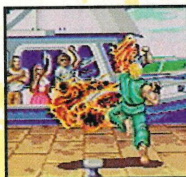
TOWARDS, DOWN, DOWN-TOWARDS and PUNCH.

HURRICANE KICK

DOWN, DOWN-AWAY, AWAY and KICK.

USEFUL COMBO

Now Ken has a Flaming Dragon Punch, this combo is even more devastating to watch! Jump towards your opponent and perform a flying kick, then as you land, go into a Hurricane Kick. Your opponent should now be dazed. Move in close, execute a hard straight jab, and follow up with a Flaming Dragon Punch. Remember to use a hard punch at the end of it to see the flames!



CHUN LI

LIGHTNING KICK

Press any kick button repeatedly.

WHIRLWIND KICK

DOWN for one second, then UP and KICK.

KIOKEN (FIREBALL)

AWAY for two seconds, then TOWARDS and PUNCH.

USEFUL COMBO

Start the birds tweeting around your opponent's head with the initial Whirlwind Kick. Then continue to attack by pulling off a shoulder throw move. When your victim hits the deck, move away a little and throw a Fireball, making sure you follow this up with the lightning kick to ensure the combo is effective.



ZANGIEF

SPINNING CLOTHESLINE

Press any two PUNCH buttons simultaneously.

DOUBLE SPINNING LARIAT

Press any two kick buttons simultaneously.

SPINNING PILEDRIER

Move the D-Pad in a 360-degree rotation and PUNCH.

SIBERIAN SUPLEX

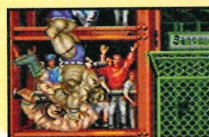
Move the D-Pad in a 360-degree rotation and KICK.

SIBERIAN BEAR CRUSHER

Move the D-Pad in a 360-degree rotation and PUNCH. Zangief must be far away from his opponent here.

USEFUL COMBO

A slow yet powerful fighter with a combo that'll really shake the room. First perform a high-speed Double Spinning Lariat, then drop down and execute a low strong kick. Be quick to receive a 4-hit combo bonus.



DHALSIM

YOGA FIRE

DOWN, DOWN-TOWARDS, TOWARDS and PUNCH.

YOGA FLAME

AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS.

YOGA TELEPORT

AWAY, DOWN, DOWN-AWAY and all three PUNCH buttons or KICK buttons.

USEFUL COMBO

The mystic fighter from India has tricks all up his sleeve. Not a rabbit out



the hat but a series of stretching and teleporting tactics to put opponents in a twist. Stand half a screen away from your opponent, send down a barrage of Yoga Fires, and if they jump over these, simply execute a stretching kick. They'll drop, you move in, breathe a Yoga Flame, then finish off with a Yoga Nugie (knuckles in the head!).

BALROG

TURN PUNCH

Press and hold all three kick buttons for two seconds, then release.

FINAL PUNCH

Press and hold all three PUNCH buttons or KICK buttons, then release. Power is determined by the length of time buttons are held.

SHOULDER BUTT

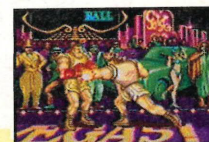
DOWN for two seconds, then UP and PUNCH.

DASH PUNCH

AWAY for two seconds, then TOWARDS and PUNCH or KICK. PUNCH buttons cause a straight punch, KICK buttons produce an uppercut.

USEFUL COMBO

Balrog is not the best of fighters, but as a boxer his fists can certainly do some damage if used effectively. Start off by performing a Dash Punch and follow up with a flying hook. As your opponent is stunned, head-butt them, then bang all three PUNCH buttons down for that Final Punch.



VEGA

CLAW DIVE

DOWN for two seconds, then UP and KICK.

While in midair push the D-Pad TOWARDS your opponent and press PUNCH.

WALL LEAP

DOWN for two seconds, then UP and KICK. While in midair push the D-Pad UP and press PUNCH.

CLAW ROLL

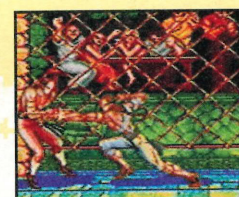
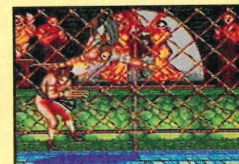
AWAY for two seconds, then TOWARDS and PUNCH.

CLAW THRUST

DOWN for two seconds, then UP and PUNCH.

USEFUL COMBO

The Spanish warrior has some superb moves, combining acrobatics with horrific claw attacks. For a good combo, execute the Claw Roll for a safe approach towards your opponent, then follow up with a quick series of Claw Thrusts and a hard low kick.



SAGAT

TIGER UPPERCUT

TOWARDS, DOWN, DOWN-TOWARDS and PUNCH.

TIGER KNEE

DOWN, DOWN-TOWARDS, UP-TOWARDS and KICK.

TIGER SHOT

DOWN, DOWN-TOWARDS, TOWARDS and PUNCH or KICK. PUNCH buttons throw a high tiger shot, KICK buttons throw a low tiger shot.

USEFUL COMBO

Sagat is one of the biggest fighters, and very stubborn in his tactics. For a straightforward combo, fire off a quick barrage of high and low tiger shots, and as your opponent jumps, perform the mighty Tiger Uppercut.



M BISON

PSYCHO CRUSHER

AWAY for two seconds, then TOWARDS and PUNCH.

SCISSOR KICK

AWAY for two seconds, then TOWARDS and KICK.

HEAD STOMP

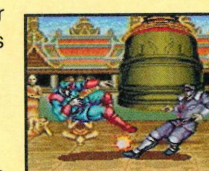
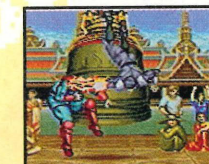
DOWN for two seconds, then UP and KICK. After executing the stomp, press the D-Pad towards your opponent and press any PUNCH button.

FLYING PSYCHO FIST

DOWN for two seconds, then UP and PUNCH.

USEFUL COMBO

Start off with the Scissor Kick first, then follow up with two low jabs. Now hit your opponent with a standing jab before going into the Scissor Kick once again. Finish the combo off with a low strong punch and a sliding kick.



FIFA

INTERNATIONAL

SOCCER

CHAMPIONSHIP

E D I T I O N

EA's fantastic
footy title FIFA International

Soccer is now on CD, and we have the secret game cheats for you! You must select Tournament mode and win with particular teams, depending on the cheat you are trying to activate.

FIFA CHEATS

CRAZY CURVE BALL

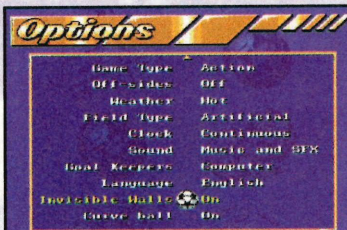
AFTERTOUCH IS EXAGGERATED FOR SUPER-BENDY BANANA SHOTS.

This code should show up when you win with the USA! Press B, A, C, B, C, C to activate.

INVISIBLE WALLS

THE BALL CAN'T GO OUT OF BOUNDS (IT BOUNCES BACK IF SHOT OVER THE LINES).

This code should show up when you win the tournament with England. On the options screen, press C three times, B, A three times, B to activate.



SUPER KICK

INCREASES THE SIZE OF THE POWER BAR BY 25% FOR BIGGER KICKS, PASSES AND SHOTS!

First go into Tournament mode and play as either Italy, France, Spain, Holland or Belgium. Now win the tournament and you will be presented with a code. Press B, A, B eight times on the options screen, after winning a tournament, to activate this cheat.

SUPER GOALIE

TURNS GOALKEEPERS' ATTRIBUTES UP.

This code should work when you win with either Cameroon, Greece, Japan, Mexico, Rep. Ireland, Russia, Scotland, Sweden or Switzerland. On the options screen, press A five times, then B five times to activate.



SIX COPIES OF FIFA CD TO GIVE AWAY!

EA are giving away six free copies of FIFA CD to tie in with our exclusive cheats on the game. Answer the following three questions and send you answers to the address below. The first six correct answers picked out will be winners. We will be printing a list of the winners in our second part to this FIFA CD cheats guide next month, so get sending!

- 1 How many times have Brazil won the World Cup?**
- 2 Who invented the new Predator boot?**
- 3 How many goals did England score in the 1966 World Cup final?**

Please send your answers to:
FIFA CD COMPETITION,
SEGA PRO,
PARAGON PUBLISHING,
DURHAM HOUSE,
124 OLD CHRISTCHURCH ROAD,
BOURNEMOUTH
BH1 1NF

DON'T FORGET, WE'LL BE PRINTING THE REST OF THE CODES, ALONG WITH OUR SIX COMPETITION WINNERS, NEXT MONTH!



• IBM PC • ATARIST • SUPERNES • MEGADRIE • GAMEBOY • AMIGA •
• MEGA CD • COMMODORE64 • GAMEGEAR • CDI • SINCLAIR SPECTRUM •
• NES • CD 32 • NEO GEO • ATARI JAGUAR • MASTER SYSTEM •

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 0891 101 235

NEW! The Sega Megaline - Mega Drive Mega CD...0891 445 787
NEW! Gamegear/Gameboy Portable Cheat Line0891 445 771
NEW! The Sega Spot - Cheats, News, Hot Tips0891 445 933
NEW! The Console Cheatline (If it eats Carts it lives here!) .0891 445 991
NEW! The Super Nintendo Games Line.....0891 445 913
NEW! The Amiga Gameline - Featuring CD32.....0891 445 786

Are you stuck in a game? **PROBLEM** Question N' Answer Service
Who ya gonna call? **BUSTERS 0891 445 977**

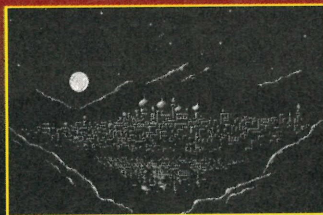
SONIC 1,2 & 30891 445 941
MORTAL KOMBAT 1 & 2.....0891 445 987
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If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

PRINCE OF PERSIA

PASSWORDS

2	GJKIEV	8	MJEJEV
3	GIHHDP	9	OIJJEC
4	LNHHMI	10	KFHJZL
5	HHKHCR	11	UOOPID
6	LKMFG	End	RKJEJ
7	JHGHCP		



WOLFCHILD

LEVEL SELECT



To start on any of the five levels, simply enter this useful password code to take you onto the level select screen: J8TPR

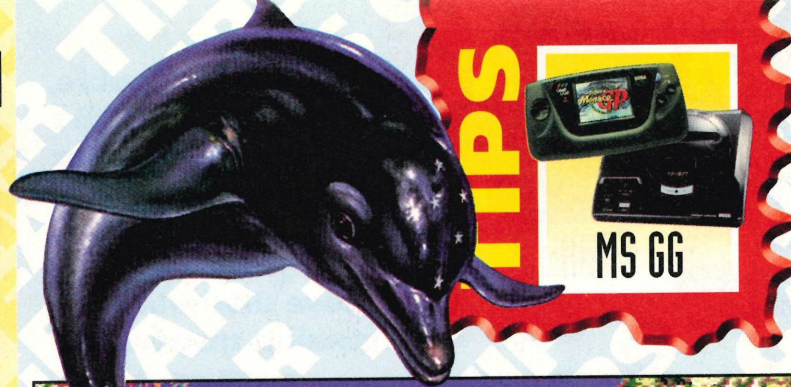


JAMES POND II

LEVEL SELECT



Firstly, do the invincibility cheat (collect cake, hammer, earth, apple, tap in order) and go through the first door. Run left and you'll be able to enter any door.



ECCO THE DOLPHIN

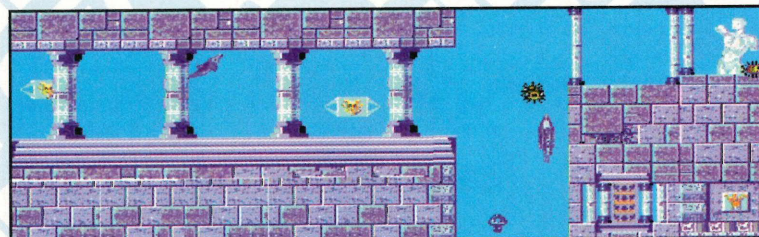
PASSWORDS



OK, OK, we give in: we will give out the handheld Ecco codes once again, for all of you who've written or phoned in asking for them.



Undercaves	KRJQC
Ridge Water	EKDNN
Open Ocean	QQEJJ
Cold Water	EMFFU
Open Ocean 2	QKGFG
Deep Water	EYHVO
City of Forever	UGIJS
Origin Beach	CNOQJ
Dark Water	KFOQK
Deep Water 2	GJKOL
City of Forever 2	KSKCM
The Tube	MWOWW
The Machine	WCSIP
The Vortex	YUQGW



KRUSTY'S FUN HOUSE

LEVEL CODES

2	SELMA
3	SCRATCHY
4	SKINNER
5	GROENING

If you're in trouble, you've come to the right place. Master of the joypad, Jason Johnson is here to help you with all those awkward gaming queries...

YOU NEED HELP?



LIFE'S A BEACH

What a month! The weather has been absolutely fantastic, the teams competing in USA 94 have stunned us all with their unbelievable skills and *Mortal Kombat II* has lived up to expectations. Meanwhile, the ProHelp postbag has been heaving with letters of plea, and for a change a few answers to readers' problems. Keep up the good work. Anyway, I hope your letter is in here somewhere and the answers will help. That's about it for another month, so enjoy ProHelp and don't be afraid to write in. I'm off to the land of much sun, many babes and an endless supply of the amber nectar. Au revoir.



MASTER SYSTEM

Q Can I have some help on *Golden Axe* for the Master System?
Colin Smith, Sheford

A No! Oh, all right then, here goes: For a bundle of extra lives, lose all your continues and another will be awarded to you when pressing UP and LEFT and button ONE at the same time.

Q Please can you help me with the death moves on *Mortal Kombat* on the Mega Drive?

Daniel Johnson, Southsea

A No! If you don't know them by now you never will.



MEGA DRIVE



Q I would like some help on *Alien 3* on the Game Gear. I am unable to defeat the last BIG alien after level 15. I have hit her with everything I've got but can't win. Please can you help?

Gerard McNamara, Tunbridge Wells

A Hints include saving your ammo, because it runs out very quickly and cannot be replenished; following the queen guns ablaze as she darts around the room; and, obviously, running scared when she turns. All this must be done first time around, so good luck.



GAME GEAR

Q I've been reading SEGAPro magazine and the ProHelp Tips. I'm really stuck on *Sonic Chaos*, *Submarine Attack* and *Golden Axe*. I was wondering if you could tell me some cheats for these games please. If you can I'd be grateful.

Christopher Stevens, Wolverhampton

A Grateful! If we help you on all those games you'll be grateful! I hope you have renewed your subscription to SEGAPro. Anyway, seeing we're all in such a good mood here's a couple of cheats to set you on the way:

We've already printed the *Golden Axe* cheat for Colin Smith and there's nothing to hand for *Submarine Attack*. To hurtle along at 99KPH in *Sonic Chaos*, finish a level in 21 seconds with 10 rings. Hope that's of some help.



MASTER SYSTEM



GAME GEAR

Q On *Star Wars* on the Game Gear I find it is very hard and can not really get anywhere. Please (sob, sob) could you help me?

Richard Applegate, Kings Lynn

A Calm down, it's not as bad as that, surely. Get a grip, lad. *Star Wars* is a basic platform game that requires quick thinking and careful jumping. Instead of rushing through each level, take your time and kill all the bad guys, explore the levels and collect as many power-ups as possible. For further hints check out Issue #3 of our sister magazine Sega XS – they've put together a complete mapped guide!



STAR HELPERS

Many thanks to all the readers who wrote in to help other folks with problems. What a caring, sharing bunch you really are...



In response to Issue #34's *Mortal Kombat* poser, several readers wrote in and said, "Don't go into two-player mode!" Instead, enter the DULLARD cheat, put the blood on and change the location to the pit. Press START to exit, then press START on controller one. Choose a character except for Liu Kang, Sonya Blade or Scorpion. Get a double flawless victory (without blocking) and use the death move. Lo and behold, it's Reptile.

Special thanks to David Swanson, Daniel Beale, Barry Christie, James Bridger and Alan Beattie.

Absolutely nothing is in the post for you, but nice try anyway.



★★★★
MEGA DRIVE



Mr Eric Taylor writes: "I know how to help Mrs Long from Bristol who is stuck in *Dungeons And Dragons*, Issue #31. To enter the cave just past the lava you'll need four fire rings which are in the Aztec temple on the fifth level. To get to the temple you'll need to pass through the cave on the third island. To go through this cave you'll first have to go to the Beastman's Cave which is on the second island. It's the third cave on the third ledge. Good Luck!"

What a true gentleman you are, Eric. A T-shirt's in the post.

★★★★
MEGA DRIVE



In Issue #33, Richard Simms wrote and asked for help on beating Goro on the Game Gear version of *Mortal Kombat*. I think I can help. Richard should pick a character like Scorpion or Sub-Zero and then, when fighting Goro, he should back away until he can go back no further. When Goro is close enough press the D-pad up and back (making the character spin in the air) and press kick or punch. Repeat this about four times and Goro will be defeated.

Gerard McNamara, Tunbridge Wells



★★★★
GAME GEAR



Q I am having terrible problems trying to get to the train station in Asia, in *Flashback*. Try as I might, I just cannot get to that impossible platform. Please, please, please help me before I go mad, grab a gun and start shooting passers-by totally at random.

James Parker, Sutton



MEGA DRIVE



A If you've had problems with this game, you're not alone! Luckily, I am ace at games and can therefore easily help you. You must walk as far as you can, then jump onto the platform on the right.

Jumping from this platform to the almost unreachable platform on the left is tricky, but take a long jump and you should be able to make it. The rest is for you to figure out!



Q I am a massive *Sonic 2* fan but sadly, I've come to the conclusion that I'm really bad at it – probably the worst *Sonic* player in the world. (No – that's Nick – Jase.) Can you tell how to get to the cheats zone please and help me sleep at night?

P. O'Clery, Clapham



A A slight problem P. – there is no cheat zone. But there is a hidden zone which hasn't been finished that you can access with an Action Replay cartridge. Enter the codes:

FFEE1 0008
FFFE1 1000



MEGA DRIVE

CAN YOU HELP?

Please tell me the difference between *Street Fighter* and *Street Fighter II*. I have never seen the original in the shops.

Marbiu "no relation" Merritt



WRITE TO...

YOU NEED HELP?

ProHelp,
SEGAPro,
Paragon Publishing Ltd,
124 Old Christchurch
Road, BOURNEMOUTH,
Dorset BH1 1NF.



If you're after a second-hand or rental game, start looking now! Almost every Sega game ever made is listed - right here!



1943

IMPORT
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still great fun. 64%

688 ATTACK SUB

SEGA
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY

ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

AERO THE ACROBAT

SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

AEROBIZ

IMPORT
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II

SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER

IMPORT
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 73%

ALESTE (MUSHA)

IMPORT
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE

SEGA
● This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3

FLYING EDGE
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 77%

ALIEN STORM

SEGA
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 74%

ALISIA DRAGON

SEGA
● Alisia Dragoon is one tough chick. You must help her through eight stages in the style of Valls. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST

SEGA
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free - nuff said... 48%

AMERICAN GLADIATORS

IMPORT
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS

TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANOTHER WORLD

VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES

ELECTRONIC ARTS
● James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS

FLYING EDGE
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY

IMPORT
● RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID

SEGA
● Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF

SEGA
● One of the first golfing games, but still holding its own with the likes of PGA Tour Golf. Real feeling of being out there on the course, smacking little white balls. 81%

ART OF FIGHTING

IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

ATOMIC RUNNER

SEGA
● Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AWESOME POSSUM

IMPORT
● An ecological platformer it may be but awe-some it ain't. Recycle the cart - you could use it as an ice hockey puck or something. 25%

AXIS

IMPORT
● This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE 3

SEGA
● Marty McFly, animated in the most possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN

IMPORT
● This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 71%

BARKLEY, SHUT UP AND JAM

ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

BALL JACKS

SEGA
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS

FLYING EDGE
● This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect: the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BART'S NIGHTMARE

ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS

SEGA
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN

SEGA
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS

SEGA
● Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER

IMPORT
● Better than other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLF

IMPORT
● A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATLEMASTER

IMPORT
● Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON

ELECTRONIC ARTS
● Its one advantage over other shoot-'em-ups is toughness challenging even the most gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS

IMPORT
● Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN

IMPORT
● A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN

IMPORT
● Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLADES OF VENGEANCE

ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 64%

BLASTER MASTER 2

IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

BLOCK-OUT

ELECTRONIC ARTS
● Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 78%

BOB

ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS

SEGA
● Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 58%

BOXING LEGENDS OF THE RING

ELECTRONIC ARTS
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUCK RODGERS

ELECTRONIC ARTS
● Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBBA 'N' STIX

CORE DESIGN
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

BUBSY

ACCOLADE
● Guide Bubby around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

BUDDKHAN

ELECTRONIC ARTS
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS

ELECTRONIC ARTS
● Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS VS BLAZERS

ELECTRONIC ARTS
● A very realistic basketball sim - fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

BURNING FORCE

IMPORT
● A sad attempt at what should have been a thrilling blast-'em-up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 28%

CADASH

IMPORT
● A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50

IMPORT
● Vertically scrolling shoot-'em-ups are fairly common and to be any good they need something extra special. Calibre .50, sadly, is very mediocre. 33%

CALIFORNIA GAMES

SEGA
● All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS

SEGA
● Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET

SEGA
● Join the Planetarians in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION

SEGA
● If you haven't got this, what have you been doing? This game has absolutely everything: great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 93%

CASTLEVANIA

KONAMI
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION

ELECTRONIC ARTS
● A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN

SEGA
● Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere - as does the music - but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM

IMPORT
● This is a cross between Super Off Road and Super Sprint with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING

IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHAMPIONS WORLD CLASS SOCCER

ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 80%

CHESTER CHEETAH

IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

CHIKI CHIKI BOYS

SEGA
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK

VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2

CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

COOL SPOT

VIRGIN
● Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLLEGE FOOTBALL

ELECTRONIC ARTS
● A half way experiment between Madden '93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

COLUMNS

SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

COMBAT CARS

ACCOLADE
● Addictive to begin with and worth a test-drive but don't forget about Micro Machines or the upcoming Micro Machines 2. 77%

CORPORATION

VIRGIN
● A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

COSMIC SPACEHEAD

CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN

SEGA
● Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRASH DUMMIES

ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question about this is whether it's a bit too easy. 81%

CRUE BALL

ELECTRONIC ARTS
● Fast and furious pinball simulator. Tries to better the class Dragon's Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuck! 69%

CYBERBALL

SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE

SEGA
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED

IMPORT
● Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARK CASTLE

ELECTRONIC ARTS
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

<p>DARWIN 4081 IMPORT ● Shooting those classy little aliens can prove to be a chore at times, but with <i>Darwin 4081</i> it's simply a pleasure. Spectacular graphics and gripping action. 81%</p> <p>DASHIN' DESPERADOES IMPORT ● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%</p> <p>DAVE ROBINSON'S SUPREME COURT SEGA ● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%</p> <p>DAVIS CUP TENNIS TENGEN Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%</p> <p>DEADLY MOVES IMPORT ● Poor attempt at a <i>Street Fighter II</i> clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%</p> <p>DECAP ATTACK SEGA ● Same game as <i>Magical Flying Hat Turbo Adventure</i> with Gothic graphics and gory killings. Big and very playable. 75%</p> <p>DESERT STRIKE ELECTRONIC ARTS ● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%</p> <p>DICK TRACY SEGA ● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%</p> <p>DINOLAND IMPORT ● <i>Devil Crash</i> on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added - give it a miss. 43%</p> <p>DINOSAURS FOR HIRE SEGA ● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term lastability could be a problem. 83%</p> <p>DISNEY'S ALADDIN SEGA ● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%</p> <p>DOUBLE CLUTCH SEGA ● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%</p> <p>DOUBLE DRAGON 3 FLYING EDGE ● Hopefully the final episode in the abysmal <i>Double Dragon</i> battle. Five stages of repetitive and graphically useless street fighting. 35%</p> <p>DRACULA PSYGNOSIS ● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%</p> <p>DRAGON VIRGIN ● A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of <i>Eternal Champions</i> and <i>Street Fighter II</i>. 70%</p> <p>DRAGON BALL Z IMPORT ● A perfect choice if you're thirsting for some Japanese beat-'em-up action. But unfortunately compared to <i>SSFII</i> and <i>MKII</i>, it's rubbish. Ah well. 62%</p> <p>DRAGON'S FURY DOMARK ● Official release of <i>Devilish</i>. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%</p> <p>DRAGON'S REVENGE TENGEN ● The sequel to <i>Dragon's Fury</i> is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 87%</p> <p>DUNE 2 VIRGIN ● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 90%</p> <p>DUNGEONS AND DRAGONS IMPORT ● <i>Dungeons and Dragons</i> will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%</p> <p>DYNAMITE DUKE SEGA ● The <i>Op Wolf</i>-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%</p> <p>EARNEST EVANS IMPORT ● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%</p>	<p>EA HOCKEY ELECTRONIC ARTS ● Was, in its day, one of the most accurate sport conversions ever. However, the improved <i>NHLPA Hockey</i> puts it down a few points. 85%</p> <p>ECCO SEGA ● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%</p> <p>ESPN BASEBALL IMPORT ● This baseball number is worse than watching a dog eat its own vomit. Better play <i>RBI</i> instead and avoid an upset. 46%</p> <p>ETERNAL CHAMPIONS SEGA ● A strong contender for the <i>SFII</i> 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%</p> <p>EUROPEAN CLUB SOCCER VIRGIN ● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%</p> <p>EVANDER HOLYFIELD'S BOXING SEGA ● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%</p> <p>EXILE IMPORT ● A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 78%</p> <p>EX-MUTANTS SEGA ● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%</p> <p>F1 DOMARK ● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%</p> <p>F-1 CIRCUS IMPORT ● Addictive and playable, <i>F-1 Circus</i> was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%</p> <p>F-1 GRAND PRIX IMPORT ● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as <i>F-1 Circus</i>, but the visuals are superior. 87%</p> <p>F-15 STRIKE EAGLE II MICROPROSE ● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%</p> <p>F117 - NIGHT STORM ELECTRONIC ARTS ● Pilot the stealth bomber through numerous special missions. More strategy than seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%</p> <p>F-22 INTERCEPTOR ELECTRONIC ARTS ● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%</p> <p>THE FAERY TALE ADVENTURE ELECTRONIC ARTS ● One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%</p> <p>FANTASIA SEGA ● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%</p> <p>FANTASTIC DIZZY CODEMASTERS ● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 90%</p> <p>FATAL FURY SEGA ● A fairly credible <i>Street Fighter II</i> clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%</p> <p>FATAL LABYRINTH SEGA ● <i>Fatal Labyrinth</i> is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%</p> <p>FATAL REWIND ELECTRONIC ARTS ● Originally titled <i>The Killing Game Show</i>, this makes excellent use of the machine's capability. Head-bangingly wicked soundtrack and superb graphics accompanies this vast thinking-man's platformer. 86%</p> <p>FATMAN IMPORT ● This is no <i>Street Fighter II</i>, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%</p> <p>FIDO DIDO KANEKO ● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%</p> <p>FIFA INTERNATIONAL SOCCER ELECTRONIC ARTS ● <i>SegaPro</i> Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%</p>	<p>FIGHTING MASTERS IMPORT ● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%</p> <p>FINAL BLOW IMPORT ● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%</p> <p>FIRE SHARK SEGA ● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%</p> <p>FLASHBACK US GOLD ● If you thought <i>Another World</i> was good, wait until you see this! It has more than the first version with better graphics and animation. 94%</p> <p>FLICKY SEGA ● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%</p> <p>THE FLINTSTONES SEGA ● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%</p> <p>FORGOTTEN WORLDS SEGA ● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%</p> <p>G-LOC SEGA ● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%</p> <p>GADGET TWINS IMAGITEC ● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%</p> <p>GAIAIRES IMPORT ● Yet another coin-op conversion. <i>Gaiars</i>, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%</p> <p>GAIN GROUND SEGA ● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%</p> <p>GALAXY FORCE II SEGA ● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge - a total loser. 20%</p> <p>GAUNTLET IV TENGEN ● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%</p> <p>GENERAL CHAOS ELECTRONIC ARTS ● The haphazard battle between two military generals, <i>Chaos and Havoc</i>, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%</p> <p>GEORGE FOREMAN'S KO BOXING ACCLAIM ● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please. 54%</p> <p>GHOSTBUSTERS SEGA ● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%</p> <p>GHOULS 'N' GHOSTS SEGA ● A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%</p> <p>GLOBAL GLADIATORS VIRGIN ● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's archives. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%</p> <p>GODS ACCOLADE ● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzle, but there is little variety in the game format. 81%</p> <p>GOLDEN AXE SEGA ● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%</p> <p>GOLDEN AXE II SEGA ● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%</p> <p>GOLDEN AXE III IMPORT ● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%</p> <p>GRANADA X SEGA ● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%</p>	<p>GRANDSLAM TENNIS SEGA ● Run-of-the-mill tennis game, unofficially released as <i>Jennifer Capriati Tennis</i>. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%</p> <p>GREENDOG SEGA ● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%</p> <p>GREY LANCER IMPORT ● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%</p> <p>GRIND STORMER IMPORT ● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%</p> <p>GUNSHIP US GOLD ● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%</p> <p>GUNSTAR HEROES SEGA ● The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%</p> <p>GYNOUG SEGA ● At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%</p> <p>HARDBALL III ACCOLADE ● Baseball games come and go, but <i>Hardball III</i> will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%</p> <p>HARD DRIVIN' TENGEN ● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%</p> <p>HAUNTING ELECTRONIC ARTS ● Vito and Flo have made sure their brother has a nasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%</p> <p>HEAVENLY SYMPHONY IMPORT ● This is packed with loads of original options and special features. Definitely the only racing game presently worth forking out for on the Mega-CD. 90%</p> <p>HEAVY UNIT IMPORT ● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%</p> <p>HELLFIRE IMPORT ● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%</p> <p>HERZOG ZWEI SEGA ● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%</p> <p>HIGH SEAS HAVOC IMPORT ● A dull <i>Sonic</i> clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%</p> <p>HIT THE ICE IMPORT ● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%</p> <p>HOOK SONY ● If you play this you'll probably wish Peter Pan would grow up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%</p> <p>HOME ALONE SEGA ● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%</p> <p>HUMANS IMPORT ● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%</p> <p>HYPERDUNK KONAMI ● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%</p> <p>IMMORTAL (THE) ELECTRONIC ARTS ● The <i>Immortal</i> combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%</p> <p>INDIANA JONES: LAST CRUSADE US GOLD ● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%</p> <p>INSPECTOR X IMPORT ● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. Almost essential kit. 90%</p>	<p>INSTRUMENTS OF CHAOS IMPORT ● One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 39%</p> <p>INTERNATIONAL RUGBY DOMARK ● This rugged sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%</p> <p>ISHIDO: THE WAY OF THE STONES IMPORT ● Fans of the ancient Chinese game <i>Shanghai</i>, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%</p> <p>J LEAGUE PRO STRIKER IMPORT ● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Jap machines! 90%</p> <p>JAMES BOND - THE DUEL DOMARK ● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%</p> <p>JAMES POND ELECTRONIC ARTS ● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%</p> <p>JAMES POND II ELECTRONIC ARTS ● Some said this was better than <i>Sonic</i> - one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%</p> <p>JAMES POND 3 ELECTRONIC ARTS ● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as <i>JP II</i> though. 83%</p> <p>JAMMIT VIRGIN ● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 80%</p> <p>JEWEL MASTER SEGA ● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%</p> <p>JOE MONTANA FOOTBALL SEGA ● One of Sega's first attempts at an American football game, but not even the great <i>Joe Montana</i> can save it from being unplayable and totally boring. 57%</p> <p>JOE MONTANA II SEGA ● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the <i>John Madden</i>. 75%</p> <p>JOE MONTANA III SEGA ● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's <i>Madden '93</i>. Nice try, all the same. 84%</p> <p>JOHN MADDEN FOOTBALL ELECTRONIC ARTS ● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 84%</p> <p>JOHN MADDEN FOOTBALL 92 ELECTRONIC ARTS ● An update on the graphics and sounds of <i>JM</i>. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%</p> <p>JOHN MADDEN FOOTBALL 93 ELECTRONIC ARTS ● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have <i>Madden '92</i>, but if you haven't got one, buy this. 92%</p> <p>JORDAN VS BIRD ELECTRONIC ARTS ● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%</p> <p>JUNCTION IMPORT ● Junction mixes <i>Pipe Mania</i> with a slide puzzle, resulting in a very challenging game. 81%</p> <p>JUNGLE BOOK VIRGIN ● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 88%</p> <p>JUNGLE STRIKE ELECTRONIC ARTS ● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from <i>Desert Strike</i>. 96%</p> <p>JURASSIC PARK IMPORT ● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%</p> <p>KABUKI SOLDIER IMPORT ● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mile easy for old hands. 73%</p>
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kind. Typical scrolling shoot-'em-up without much
break from repetitive gameplay. Don't expect
originality. **77**

<p>ROLLING THUNDER 2 SEGA ● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 86%</p> <p>RUNARK IMPORT ● Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 56%</p> <p>SAINT SWORD IMPORT ● An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%</p> <p>SD VALIS IMPORT ● This is a very sad little Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%</p> <p>SENSIBLE SOCCER SONY ● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could mope about the small sprites but the user-friendly are great. 84%</p> <p>SHADOW DANCER SEGA ● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 83%</p> <p>SHADOW OF THE BEAST ELECTRONIC ARTS ● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%</p> <p>SHADOW OF THE BEAST II ELECTRONIC ARTS ● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 78%</p> <p>SHINOBI III SEGA ● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%</p> <p>SHINING IN THE DARKNESS SEGA ● Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%</p> <p>SHINING FORCE SEGA ● The best RPG game to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 93%</p> <p>SHOVE IT IMPORT ● As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%</p> <p>SIDE POCKET SEGA ● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%</p> <p>SKITCHIN ELECTRONIC ARTS ● An action packed race game along the lines of <i>Road Rash</i> only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 84%</p> <p>SLAPFIGHT MD IMPORT ● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%</p> <p>SLIME WORLD IMPORT ● Todd must escape from the planet he is stranded on. All the surroundings are convincing-ly silly, but there's just too much green stuff for this to be bearable. 64%</p> <p>SNAKE, RATTLE AND ROLL SEGA ● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%</p> <p>SNOW BROS IMPORT ● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%</p> <p>SOCKET IMPORT ● Sonic clone that still manages to be challenging, fun and even a bit original. Packed with super-fast action. 84%</p> <p>SOL-FAECE IMPORT ● A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%</p> <p>SONIC THE HEDGEHOG SEGA ● Sega's superponic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 90%</p> <p>SONIC THE HEDGEHOG 2 SEGA ● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 94%</p> <p>SONIC THE HEDGEHOG 3 SEGA ● Die-hard fans will love it but everyone else may find the Sonic style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 87%</p>	<p>SONIC SPINBALL SEGA ● Sonic goes pinball crazy zapping through warps and crashing through gears. Some nice unexpected touches although only four levels might damage its latability. 79%</p> <p>SPACE HARRIER II SEGA ● The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%</p> <p>SPACE INVADERS '90 IMPORT ● Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%</p> <p>SPEEDBALL II VIRGIN ● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty weird. Play against a friend or the CPU, but play it! 92%</p> <p>SPIDER-MAN SEGA ● All the bad guys are here along with some excellent story-telling scenes. Doggy collision detection makes for frustrating gameplay. 85%</p> <p>SPIDER-MAN AND THE X-MEN FLYING EDGE ● A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%</p> <p>SPLATTERHOUSE 2 NAMCO ● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%</p> <p>SPORTS TALK BASEBALL SEGA ● A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%</p> <p>STAR CRUISER IMPORT ● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%</p> <p>STARFLIGHT ELECTRONIC ARTS ● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%</p> <p>STAR TREK: TNG IMPORT ● Jean Luc never looked so stiff (OK, he did). Tedious trekkie yarn with pathetic action and little to tease your brain. 52%</p> <p>STEEL EMPIRE ACCLAIM ● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%</p> <p>STEEL TALONS DOMARK ● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%</p> <p>STORMLORD IMPORT ● A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%</p> <p>STREET FIGHTER II SEGA ● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 95%</p> <p>STREET SMART SEGA ● This beat-'em-ups gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. 67%</p> <p>STREETS OF RAGE SEGA ● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it's unfortunately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 83%</p> <p>STREETS OF RAGE II SEGA ● A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%</p> <p>STREETS OF RAGE III SEGA ● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the game-play's too similar. Take your pick. 82%</p> <p>STRIDER SEGA ● All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%</p> <p>STRIDER II US GOLD ● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately there are no passwds, so it's going to be a fair while before you finish it. 76%</p> <p>SUB TERRANIA SEGA ● Time to dust off those <i>Thrusters</i> and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties. 88%</p>	<p>SUMMER CHALLENGE ACCOLADE ● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%</p> <p>SUMO IMPORT ● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%</p> <p>SUNSET RIDERS KONAMI ● Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%</p> <p>SUPER AIRWOLF IMPORT ● Also known as <i>Crossfire</i>, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%</p> <p>SUPER BASEBALL 2020 ELECTRONIC ARTS ● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%</p> <p>SUPER BATTLESHIP IMPORT ● An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing aboat. Goes down with all hands. 36%</p> <p>SUPER BATTLETANK IMPORT ● This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%</p> <p>SUPER FANTASY ZONE SEGA ● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 67%</p> <p>SUPER HANG-ON SEGA ● Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%</p> <p>SUPER HIGH IMPACT IMPORT ● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 73%</p> <p>SUPER HQ IMPORT ● It's been over four years since <i>Chase HQ</i> was in the arcades and <i>Super HQ</i> certainly reminds you of this fact and offers very little. 52%</p> <p>SUPER KICK OFF US GOLD ● May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%</p> <p>SUPER LEAGUE BASEBALL SEGA ● Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. One of the decent attempts at the sport. 82%</p> <p>SUPERMAN VIRGIN ● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddy controls. 80%</p> <p>SUPER MILITARY IMPORT ● This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%</p> <p>SUPER MONACO GP SEGA ● Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%</p> <p>SUPER MONACO GRAND PRIX II SEGA ● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%</p> <p>SUPER OFF ROAD B&B ● A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%</p> <p>SUPER REAL BASKETBALL SEGA ● The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%</p> <p>SUPER SMASH TV ACCLAIM ● Highly acclaimed arcade game that is very tough but successful controls and a sprite-filled screen make it awesome. 85%</p> <p>SUPER STREET FIGHTER II SEGA ● Impressive sequel to the most sequelled beat-'em-up of all time. Four great new characters and extra moves. Ace. 90%</p> <p>SUPER THUNDER BLADE SEGA ● A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%</p> <p>SUPER VOLLEYBALL IMPORT ● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd really have to want to play the sport to enjoy this. 84%</p>	<p>SUPER WRESTLEMANIA FLYING EDGE ● Additive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%</p> <p>SWORD OF SODAN ELECTRONIC ARTS ● Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%</p> <p>SWORD OF VERMILION SEGA ● If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%</p> <p>TAILSPIN SEGA ● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 61%</p> <p>TASK FORCE HARRIER EX IMPORT ● The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%</p> <p>TAZ MANIA SEGA ● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Mania wilderness which should keep you compelled for months. 90%</p> <p>TEAM USA BASKETBALL ELECTRONIC ARTS ● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 70%</p> <p>TECHNOCOP IMPORT ● An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%</p> <p>TECMO WORLD CUP '92 IMPORT ● There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%</p> <p>TECMO WORLD CUP SOCCER IMPORT ● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%</p> <p>TECHNOCLASH ELECTRONIC ARTS ● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%</p> <p>TEENAGE MUTANT NINJA TURTLES KONAMI ● A superb beat-'em-up in the SDF style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%</p> <p>TEL TEL BASEBALL IMPORT ● Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%</p> <p>THE HULK US GOLD ● Old fashioned platform designs but there's plenty of shirt-splitting fun! 80%</p> <p>THE TERMINATOR IMPORT ● This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%</p> <p>TERMINATOR 2: THE ARCADE GAME ARENA ● A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%</p> <p>TEST DRIVE 2: THE DUEL B&B ● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%</p> <p>THE GREAT WALDO SEARCH IMPORT ● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%</p> <p>THUNDER FORCE II SEGA ● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%</p> <p>THUNDER FORCE III SEGA ● Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%</p> <p>THUNDER FORCE IV SEGA ● The latest offering in the <i>Thunderforce</i> adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%</p> <p>THUNDERFOX IMPORT ● I may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%</p> <p>THUNDER PRO WRESTLING IMPORT ● The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%</p> <p>TIGER HELI IMPORT ● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%</p>	<p>TINY TOON ADVENTURES KONAMI ● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%</p> <p>TOEJAM & EARL SEGA ● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%</p> <p>TOKI SEGA ● Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%</p> <p>TOM AND JERRY: FRANTIC ANTICS IMPORT ● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%</p> <p>TONY LA RUSSA BASEBALL ELECTRONIC ARTS ● Very stats heavy sim that you'll have to really enjoy baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 64%</p> <p>TOXIC CRUSADERS IMPORT ● Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%</p> <p>TOYS IMPORT ● Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%</p> <p>TURT: TOURNAMENT FIGHTERS IMPORT ● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious <i>StreetFighter</i>-ish fun with a lighter style and some superb animation. Cowabunga! 89%</p> <p>TRAMPOLINE TERROR IMPORT ● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Specgy games are better than this. 20%</p> <p>TROUBLE SHOOTER IMPORT ● <i>Forgotten Worlds</i> updated! Everything is extremely cool and makes for a very good looking game. Not enough power-ups, though. 78%</p> <p>TRUXTON SEGA ● Know as <i>Tatsujin</i> in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%</p> <p>TURBO OUT RUN IMPORT ● The first <i>Out Run</i> was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%</p> <p>TURRICAN BALLISTIC ● A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%</p> <p>TWIN COBRA SEGA ● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%</p> <p>TWIN HAWK SEGA ● Another average shoot-'em-up that is criminal-ly easy to complete. Usual fun initially, but it doesn't last. 59%</p> <p>TWINKLE TALE IMPORT ● A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%</p> <p>TWO CRUDE DUDES SEGA ● The eponymous stars are excellent muscle men who relish the thought of going on the rampage - and so will you! This is tough. 88%</p> <p>TWO TRIBES VIRGIN ● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 88%</p> <p>ULTIMATE SOCCER SEGA ● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%</p> <p>VIRTUAL PINBALL ELECTRONIC ARTS ● More construction than pinball thrills. The pre-set tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 74%</p> <p>VIRTUA RACING SEGA ● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 89%</p> <p>ULTIMATE TIGER IMPORT ● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 80%</p> <p>UNDEADLINE IMPORT ● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 85%</p>
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● Nice looking beat-'em-up that gets progressively more impossible to play. Probably that's why it's not getting much of a following.



<p>BATTER UP SEGA ● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%</p> <p>THE BERLIN WALL KANEKO ● Mega-colourful and crammed with cutesy bad guys and <i>Bubble Bobble</i> style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%</p> <p>BUSTER BALL RIVERHILL ● <i>Speedball</i> is a game that's not out on GG, but <i>Buster Ball</i> goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%</p> <p>CASTLE OF ILLUSION SEGA ● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%</p> <p>CHAKAN: THE FOREVER MAN SEGA ● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%</p> <p>CHASE HQ TAITO ● Basically <i>Out Run</i> with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stuporous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%</p> <p>THE CHESSMASTER SEGA ● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%</p> <p>CHUCK ROCK SEGA ● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer. Challenging levels throughout and totally addictive. 87%</p> <p>CHUCK ROCK 2 ● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%</p> <p>CJ ELEPHANT CODEMASTERS ● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%</p> <p>COLUMNS SEGA ● Very tough and challenging puzzle game in the style of <i>Tetris</i>. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%</p> <p>COSMIC SPACEHEAD CODEMASTERS ● A superb portable interactive adventure that's as appealing and attractive as the <i>Dizzy</i> saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%</p> <p>CRASH DUMMIES ACCLAIM ● All that's here is a small compendium of very short and addictive stages that may interest the very experienced but at this price, we really doubt it! 49%</p> <p>CRYSTAL WARRIORS SEGA ● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%</p> <p>DESERT SPEEDTRAP SEGA ● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%</p> <p>DEFENDERS OF OASIS SEGA ● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%</p> <p>DINO BASHER CODEMASTERS ● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%</p> <p>DOUBLE DRAGON VIRGIN ● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the badies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%</p> <p>DRAGON VIRGIN ● Not the same as the Mega Drive version t all. This is not as bad as <i>Robocop</i> but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%</p> <p>DRAGON CRYSTAL SEGA ● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%</p> <p>DROP ZONE CODEMASTERS ● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%</p> <p>EVANDER HOLYFIELD BOXING SEGA ● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%</p>	<p>ECCO SEGA ● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%</p> <p>FACTORY PANIC SEGA ● Gorb is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%</p> <p>FANTASY ZONE SEGA ● Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%</p> <p>FANTASTIC DIZZY CODEMASTERS ● Even on the small screen <i>Dizzy</i> makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%</p> <p>FIRE & ICE VIRGIN ● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%</p> <p>F1 DOMARK ● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%</p> <p>G-LOC SEGA ● <i>G-LOC</i> moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%</p> <p>GALAGA '91 NAMCOT ● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%</p> <p>GEORGE FOREMAN'S BOXING ARENA ● This sad boxing sim (also known as <i>Heavyweight Champ</i>) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%</p> <p>GG ALESTE COMPILE ● <i>Halley Wars</i> pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92%</p> <p>GLOBAL GLADIATORS VIRGIN ● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%</p> <p>GP RIDER SEGA ● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%</p> <p>HALLEY WARS SEGA ● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%</p> <p>HEAVYWEIGHT CHAMP SEGA ● This sad boxing sim (also known as <i>George Foreman Boxing</i>) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%</p> <p>HOME ALONE SEGA ● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%</p> <p>HOOK SONY ● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%</p> <p>THE HUMANS GAMETEK ● This above average puzzler may look the part, but it is lacking the playability that <i>Lemmings</i> offers. It's also frustrating. 75%</p> <p>INDIANA JONES 3 SEGA ● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 78%</p> <p>JAMES BOND DOMARK ● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%</p> <p>JAMES POND II US GOLD ● This is a terrific handheld adventure for anyone. Agent Robocop must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%</p> <p>JOE MONTANA FOOTBALL SEGA ● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%</p> <p>KINETIC CONNECTION SEGA ● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 72%</p>	<p>KLAX DOMARK ● Klax has been described as "devastatingly addictive". 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%</p> <p>KRUSTY'S FUN HOUSE ACCLAIM ● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%</p> <p>LAND OF ILLUSION SEGA ● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%</p> <p>LEMMINGS SEGA ● Take control of the <i>Lemmings</i> and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%</p> <p>THE LUCKY DIME CAPER SEGA ● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The game play is instantly compelling and there's even amazing music for each level. 93%</p> <p>MARBLE MADNESS DOMARK ● The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutely superb. 79%</p> <p>MEAN BEAN MACHINE SEGA ● Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%</p> <p>MONSTER WORLD II SEGA ● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%</p> <p>MORTAL KOMBAT ACCLAIM ● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%</p> <p>NBA JAM ACCLAIM ● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%</p> <p>NINJA GAIDEN SEGA ● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%</p> <p>OLYMPIC GOLD US GOLD ● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%</p> <p>OUT RUN SEGA ● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than <i>Super Monaco GP</i>. 77%</p> <p>OUT RUN EUROPA SEGA ● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%</p> <p>THE OTTIFANTS SEGA ● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal. 63%</p> <p>PAC-MAN SEGA ● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%</p> <p>PAPERBOY DOMARK ● Die-hard <i>Paperboy</i> addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%</p> <p>PENGU SEGA ● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%</p> <p>PGA TOUR GOLF TENGEN ● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. 85%</p> <p>POP BREAKER IMPORT ● Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%</p> <p>POPILS DOMARK ● Puzzle fans everywhere should own a copy of <i>Popils</i>. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%</p> <p>PRINCE OF PERSIA DOMARK ● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%</p>	<p>PREDATOR 2 ACCLAIM ● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%</p> <p>PSYCHIC WORLD SEGA ● Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%</p> <p>PUTT AND PUTTER SEGA ● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%</p> <p>RASTAN SAGA SEGA ● Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%</p> <p>REN & STIMPY SEGA ● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 68%</p> <p>RC GRAND PRIX IMPORT ● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%</p> <p>ROBOCOP 3 ACCLAIM ● No originality in this game that re-hashes a tired old format. Poor, even taking into account the limitations of the small screen. 55%</p> <p>SHINOBI SEGA ● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%</p> <p>SHINOBI II SEGA ● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%</p> <p>SLIDER SEGA ● Also known as <i>Skweek</i>, it has colourful graphics that are a tad on the small side. All the addictiveness of <i>Klax</i> with 30 password levels. 82%</p> <p>SOLITAIRE POKER SEGA ● Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelly wears off, even the girl telling you how many levels you've got to go. 70%</p> <p>SONIC THE HEDGEHOG SEGA ● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%</p> <p>SONIC THE HEDGEHOG 2 SEGA ● As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves <i>Sonic</i> can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%</p> <p>SPACE HARRIER SEGA ● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. Better take-off and land somewhere else. 71%</p> <p>SPIDER-MAN FLYING EDGE ● Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%</p> <p>SPIDER-MAN 2 ACCLAIM ● A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%</p> <p>STAR WARS US GOLD ● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%</p> <p>STREETS OF RAGE SEGA ● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%</p> <p>STREETS OF RAGE II SEGA ● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%</p> <p>SUPERMAN VIRGIN ● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%</p> <p>SUPER GOLF SIGMA ● Golfing made simple. Not as realistic as <i>Leaderboard</i> but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%</p>	<p>SUPER KICK OFF SEGA ● The definitive footy game on the GG. Amazing playability makes the MS version bluish with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%</p> <p>SUPER MONACO GP SEGA ● While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%</p> <p>SUPER MONACO GP II SEGA ● Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%</p> <p>SUPER OFF ROAD RACER VIRGIN ● With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%</p> <p>SUPER SMASH TV FLYING EDGE ● Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%</p> <p>TALESPIIN SEGA ● Disney games are renowned for their cartoony feel and this is no exception although it falls miserably in the gameplay stakes. 35%</p> <p>TAZ-MANIA SEGA ● A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%</p> <p>TENGEN'S WORLD CUP SOCCER DOMARK ● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%</p> <p>THE TERMINATOR VIRGIN ● One of the finest platform blasters ever to arrive. Absolutely superb sprite animation and some totally challenging missions. A few game-play quirks may prove annoying, but everything else is tops. 91%</p> <p>TERMINATOR II ARENA ● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%</p> <p>T2: JUDGEMENT DAY ● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%</p> <p>TOM AND JERRY SEGA ● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%</p> <p>ULTIMATE SOCCER SEGA ● A playable soccer sim that has all the stats and option but fails to match the appeal of <i>World Cup Soccer</i>. Controls are fiddly and sprites are a little shoddy. 78%</p> <p>VAMPIRE MASTER OF DARKNESS SEGA ● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%</p> <p>VIKING CHILD (THE) GAMETEK ● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%</p> <p>WWF: STEEL CAGE CHALLENGE ACCLAIM ● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%</p> <p>WIMBLEDON SEGA ● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%</p> <p>WINTER OLYMPICS US GOLD ● The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%</p> <p>WOLFCHILD VIRGIN ● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%</p> <p>WONDER BOY SEGA ● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%</p> <p>WONDER BOY: DRAGON'S TRAP SEGA ● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%</p>
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<p>LINE OF FIRE SEGA</p> <ul style="list-style-type: none"> Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82% <p>LORD OF THE SWORD SEGA</p> <ul style="list-style-type: none"> This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80% <p>THE LUCKY DIME CAPER SEGA</p> <ul style="list-style-type: none"> Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94% <p>MARBLE MADNESS VIRGIN</p> <ul style="list-style-type: none"> Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88% <p>MASTER OF DARKNESS SEGA</p> <ul style="list-style-type: none"> As chief vampire-blast, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 80% <p>MAZE HUNTER 3-D SEGA</p> <ul style="list-style-type: none"> Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72% <p>MEAN BEAN MACHINE SEGA</p> <ul style="list-style-type: none"> The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you beaning against your mates (and the CPU characters) for days! 90% <p>MERCES SEGA</p> <ul style="list-style-type: none"> This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73% <p>MICRO MACHINES CODEMASTERS</p> <ul style="list-style-type: none"> A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90% <p>MIRACLE WARRIORS SEGA</p> <ul style="list-style-type: none"> This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82% <p>MISSILE DEFENCE 3-D SEGA</p> <ul style="list-style-type: none"> This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46% <p>MONOPOLY SEGA</p> <ul style="list-style-type: none"> Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 79% <p>MORTAL KOMBAT ACCLAIM</p> <ul style="list-style-type: none"> A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93% <p>MS PACMAN TENGEN</p> <ul style="list-style-type: none"> Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 72% <p>MY HERO SEGA</p> <ul style="list-style-type: none"> This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 64% <p>NEW ZEALAND STORY TECMAGIK</p> <ul style="list-style-type: none"> It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 88% <p>THE NINJA SEGA</p> <ul style="list-style-type: none"> For just a tanner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75% <p>NINJA GAIDEN SEGA</p> <ul style="list-style-type: none"> One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 90% <p>OLYMPIC GOLD US GOLD</p> <ul style="list-style-type: none"> Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80% <p>OPERATION WOLF TAITO</p> <ul style="list-style-type: none"> The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 73% <p>OUT RUN SEGA</p> <ul style="list-style-type: none"> There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available. 73% <p>OUT RUN 3-D SEGA</p> <ul style="list-style-type: none"> Keeps to the original formula of <i>Out Run</i>, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83% <p>OUT RUN EUROPA US GOLD</p> <ul style="list-style-type: none"> This European interpretation of <i>Out Run</i> comprises more vehicles and a longer route. It also tags on a more plausible storyline. 90% <p>PAC-MANIA TECMAGIK</p> <ul style="list-style-type: none"> An excellent interpretation, but 35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88% <p>PAPERBOY TENGEN</p> <ul style="list-style-type: none"> Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 81% 	<p>PARLOUR GAMES SEGA</p> <ul style="list-style-type: none"> Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50% <p>PENGUIN LAND SEGA</p> <ul style="list-style-type: none"> The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun. 77% <p>PGA TOUR GOLF SEGA</p> <ul style="list-style-type: none"> A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90% <p>PHANTASY STAR SEGA</p> <ul style="list-style-type: none"> It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery backed-up. You'll be coming back to this. 94% <p>PIT-FIGHTER DOMARK</p> <ul style="list-style-type: none"> A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75% <p>POPULOUS TECMAGIK</p> <ul style="list-style-type: none"> A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 88% <p>POSEIDON WARS 3-D SEGA</p> <ul style="list-style-type: none"> Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34% <p>POWER STRIKE SEGA</p> <ul style="list-style-type: none"> An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82% <p>POWER STRIKE II SEGA</p> <ul style="list-style-type: none"> A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 89% <p>PRO WRESTLING SEGA</p> <ul style="list-style-type: none"> All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56% <p>PREDATOR 2 ARENA</p> <ul style="list-style-type: none"> Jerky scrolling, a high difficulty level, boring graphics and poor sound. The poorest version of a reasonable game. Yawn! 46% <p>PRINCE OF PERSIA DOMARK</p> <ul style="list-style-type: none"> Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94% <p>PSYCHIC WORLD SEGA</p> <ul style="list-style-type: none"> Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48% <p>PSYCHO FOX SEGA</p> <ul style="list-style-type: none"> This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 88% <p>PUTT 'N PUTTER GOLF SEGA</p> <ul style="list-style-type: none"> A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86% <p>RAINBOW ISLANDS SEGA</p> <ul style="list-style-type: none"> A highly cutesy follow-up to the very cutesy <i>Bubble Bobble</i>. Bright, cheerful and fun throughout, but much too easy. 79% <p>RAMBO III SEGA</p> <ul style="list-style-type: none"> Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addition doesn't last. 77% <p>RAMPAGE SEGA</p> <ul style="list-style-type: none"> Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 85% <p>RAMPART TENGEN</p> <ul style="list-style-type: none"> A truly addictive game that is simple really, build a castle, decide where you want your cannons and then decimate your enemy! 81% <p>RASTAN SAGA SEGA</p> <ul style="list-style-type: none"> Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 88% <p>RC GRAND PRIX SEGA</p> <ul style="list-style-type: none"> Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega have ads everywhere? 59% <p>RENEGADE SEGA</p> <ul style="list-style-type: none"> After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47% <p>RESCUE MISSION SEGA</p> <ul style="list-style-type: none"> Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tanner? Get this! 90% <p>ROAD RASH US GOLD</p> <ul style="list-style-type: none"> Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90% <p>ROBOCOP 3 ACCLAIM</p> <ul style="list-style-type: none"> Yet another film release without much originality. Very basic gameplay makes this sad. 52% 	<p>R-TYPE SEGA</p> <ul style="list-style-type: none"> This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of rum's smash hit. Everything is great. 94% <p>RENNING BATTLE SEGA</p> <ul style="list-style-type: none"> Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44% <p>SAFARI HUNT TECMAGIK</p> <ul style="list-style-type: none"> Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise. 63% <p>SAGAIA SEGA</p> <ul style="list-style-type: none"> What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 43% <p>SPECIAL CRIMINAL INVESTIGATION SEGA</p> <ul style="list-style-type: none"> This <i>Chase HQ</i> sequel has poor graphics and dodgy controls. Full of action, but easy. 54% <p>SCRAMBLE SPIRITS SEGA</p> <ul style="list-style-type: none"> Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 44% <p>SECRET COMMAND SEGA</p> <ul style="list-style-type: none"> This is very close to the Capcom <i>Commando</i> coin-op; it's even based in a jungle with huts and everything. Essential carnage. 85% <p>SEGA CHES SEGA</p> <ul style="list-style-type: none"> Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83% <p>SENSIBLE SOCCER SONY</p> <ul style="list-style-type: none"> A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88% <p>SHADOW DANCER SEGA</p> <ul style="list-style-type: none"> Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 69% <p>SHADOW OF THE BEAST TECMAGIK</p> <ul style="list-style-type: none"> Tecmagik have done the business on this version of <i>Beast</i>. Superb visuals, excellent music and some improved gameplay make it hot! 90% <p>SHANGHAI SEGA</p> <ul style="list-style-type: none"> One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85% <p>SHINOBII SEGA</p> <ul style="list-style-type: none"> There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels without that should be a doodle. 79% <p>SHOOTING GALLERY SEGA</p> <ul style="list-style-type: none"> This is highly over-priced. Only four simple rounds of shooting various targets. 70% <p>SHOOTING GAMES SEGA</p> <ul style="list-style-type: none"> Hone your light gun skills with three varying types of game – marksmen shooting, trap shooting and safari hunt. Excellent value. 72% <p>SLAP SHOT SEGA</p> <ul style="list-style-type: none"> Like its MD counterpart, <i>EA Hockey</i>, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76% <p>SONIC CHAOS SEGA</p> <ul style="list-style-type: none"> Play as Sonic or Tails in the hedge's latest MS incarnation. Great graphics but gameplay hasn't changed and it's all just too easy! 69% <p>SONIC THE HEDGEHOG SEGA</p> <ul style="list-style-type: none"> Totally excellent conversion proving that the MS can retain some originality. This mini-arcade adventure is fast and instantly compelling. 92% <p>SONIC THE HEDGEHOG 2 SEGA</p> <ul style="list-style-type: none"> A fantastic version of the most famous game in the world, but it's bugged. Don't be too disappointed when Tails doesn't appear. Great! 95% <p>SPACE GUN SEGA</p> <ul style="list-style-type: none"> If you're a dab hand with the Phaser, this title should bring a smile to your face. 56% <p>SPACE HARRIER SEGA</p> <ul style="list-style-type: none"> There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 84% <p>SPEEDBALL 2 VIRGIN</p> <ul style="list-style-type: none"> Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89% <p>SPELLCASTER SEGA</p> <ul style="list-style-type: none"> One of the greatest and toughest RPGs on the MS, ranking almost as good as <i>Phantasy Star</i>. You'll go underground, through space and time and even to the land of the dead. 90% <p>SPIDER MAN SEGA</p> <ul style="list-style-type: none"> Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80% <p>SPORTS PAD FOOTBALL SEGA</p> <ul style="list-style-type: none"> Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim, but the control pad may prove impossible to find. 64% <p>SPY VS SPY SEGA</p> <ul style="list-style-type: none"> The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90% 	<p>STAR WARS US GOLD</p> <ul style="list-style-type: none"> This conversion from the classic film features live absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89% <p>STRIDER SEGA</p> <ul style="list-style-type: none"> The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79% <p>STRIDER II US GOLD</p> <ul style="list-style-type: none"> Very similar to the original <i>Strider</i> in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75% <p>STREETS OF RAGE SEGA</p> <ul style="list-style-type: none"> This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89% <p>SUBMARINE ATTACK SEGA</p> <ul style="list-style-type: none"> You take charge of a submarine and progress through the seaworld, while shooting anything that moves. A poor water-bound <i>R-Type</i>. 68% <p>SUMMER GAMES SEGA</p> <ul style="list-style-type: none"> This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40% <p>SUPER OFF ROAD VIRGIN</p> <ul style="list-style-type: none"> Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 84% <p>SUPER KICK OFF US GOLD</p> <ul style="list-style-type: none"> All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80% <p>SUPERMAN VIRGIN</p> <ul style="list-style-type: none"> A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 78% <p>SUPER MONACO GP SEGA</p> <ul style="list-style-type: none"> A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68% <p>SUPER MONACO GP II SEGA</p> <ul style="list-style-type: none"> A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21% <p>SUPER REAL BASKETBALL SEGA</p> <ul style="list-style-type: none"> Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85% <p>SUPER SMASH TV ACCLAIM</p> <ul style="list-style-type: none"> A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 65% <p>SUPER SPACE INVADERS DOMARK</p> <ul style="list-style-type: none"> Original waves and a sensational simultaneous two-player option sets this miles above any clone. 82% <p>SUPER TENNIS SEGA</p> <ul style="list-style-type: none"> This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29% <p>TAX-MANIA SEGA</p> <ul style="list-style-type: none"> The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81% <p>TECMO WORLD CUP '93 SEGA</p> <ul style="list-style-type: none"> Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69% <p>TEDDY BOY SEGA</p> <ul style="list-style-type: none"> Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70% <p>TENNIS ACE SEGA</p> <ul style="list-style-type: none"> Forget <i>Super Tennis</i>. There's a great side-on close-up of the server and the view down on the court works well. Tennis fans should apply here for the next tourney. 83% <p>THE TERMINATOR SEGA</p> <ul style="list-style-type: none"> Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy it's just about as tough as the man himself and was not completed in a hurry. 90% <p>THUNDER BLADE SEGA</p> <ul style="list-style-type: none"> There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65% <p>TOM AND JERRY SEGA</p> <ul style="list-style-type: none"> You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74% <p>TRIVIAL PURSUIT DOMARK</p> <ul style="list-style-type: none"> This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81% 	<p>T2: JUDGEMENT DAY SEGA</p> <ul style="list-style-type: none"> You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35% <p>ULTIMA IV SEGA</p> <ul style="list-style-type: none"> If you like RPGs such as <i>Phantasy Star</i> and <i>SpellCaster</i>, then you should have this in your collection. It's vast and challenging. 92% <p>ULTIMATE SOCCER SEGA</p> <ul style="list-style-type: none"> Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84% <p>VIGILANTE SEGA</p> <ul style="list-style-type: none"> This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment. 77% <p>WWF: STEEL CAGE ACCLAIM</p> <ul style="list-style-type: none"> Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79% <p>WANTED SEGA</p> <ul style="list-style-type: none"> Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78% <p>WIMBLEDON SEGA</p> <ul style="list-style-type: none"> Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 90% <p>WINTER OLYMPICS US GOLD</p> <ul style="list-style-type: none"> The game that spawned awful TV ads. All the bob and ski events could do with a re-vamp as they're much too similar. A bit frozen. 77% <p>WOLFCHILD VIRGIN</p> <ul style="list-style-type: none"> A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72% <p>WONDER BOY SEGA</p> <ul style="list-style-type: none"> This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81% <p>WONDER BOY IN MONSTERLAND SEGA</p> <ul style="list-style-type: none"> The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it. 89% <p>WONDER BOY IN MONSTER-WORLD SEGA</p> <ul style="list-style-type: none"> An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90% <p>WONDER BOY III: DRAGON'S TRAP SEGA</p> <ul style="list-style-type: none"> If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93% <p>WORLD CLASS LEADER BOARD US GOLD</p> <ul style="list-style-type: none"> A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83% <p>WORLD CUP ITALIA 90 SEGA</p> <ul style="list-style-type: none"> It's a lot easier to control the ball in this than <i>Kick Off</i>, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 77% <p>WORLD GAMES SEGA</p> <ul style="list-style-type: none"> This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65% <p>WORLD GRAND PRIX SEGA</p> <ul style="list-style-type: none"> This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70% <p>WORLD SOCCER SEGA</p> <ul style="list-style-type: none"> A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63% <p>WORLD TOURNAMENT GOLF SEGA</p> <ul style="list-style-type: none"> Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75% <p>XENON II VIRGIN</p> <ul style="list-style-type: none"> You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 85% <p>Y'S: THE VANISHED OMENS SEGA</p> <ul style="list-style-type: none"> An excellent RPG, but doesn't have the playability of <i>Ultima</i>, <i>Phantasy Star</i> and <i>SpellCaster</i>. Even so, it's a real puzzler. 84% <p>ZAXXON 3-D SEGA</p> <ul style="list-style-type: none"> Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42% <p>ZOO GREMLIN</p> <ul style="list-style-type: none"> Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 78%
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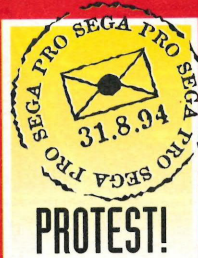
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CONTACT

Send your letters to:
Nick Merritt,
Protest, SEGA PRO,
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SEGA PRO reserves the right to
clip letters sent in by our readers.)

PROTEST!

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts can be won!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

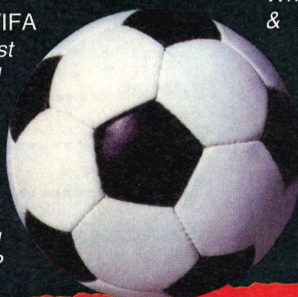
PROTEST!

(Someone go and get Nick.) (Why?) (Coz he's got to do the letters page, that's why!) (But he's outside.) (What?) (It's summer, innit? Nobody's seen him for three weeks!) (He's got a job to do! Get him in here!) (You kidding? I'm not going to disturb him.) Sorry folks, due to er, technical problems, this month's letters page has been cancelled. No, wait!...

DIEGO-ING... GOING...GONE

I'd just like to complain about the scandalous lack of coverage you've been devoting to the recent World Cup. When you find the matches on every channel, in every paper, magazine, radio station – in fact on every printable surface and in every broadcastable medium there is, one might be forgiven for expecting wall to wall coverage from you people too! But no! The World's Greatest Sporting Occasion isn't good enough for you lot, is it? I can tell you one thing, this will certainly be the last time I'm buying your magazine again!
D Maradona, Buenos Aires

We did a FIFA CD review last month and some US Gold footy game for the Game Gear. What more do you want? Drugs?



MUSIC TO OUR EARS

I'm too poor to have a stereo or hi-fi or gramophone or whatever they're called so all I can do every day to get my fix of funky music is listen to the tunes in my Mega Drive games (is this guy for real? – Nick). Oh, those toe-tapping tunes contained in games like *James Pond – Operation Starfish* and *Road Rash* make me so glad that we have musicians of such undoubted talent working in the business. Why, I would gladly buy these games for the music alone – any sum of money has to be worth the tired bleeps and clicks of the classic Art Of Fighting. Unfortunately though, I am lying.
Pete Beardsall, Norwich

What about class stuff like *ToeJam & Earl* or the cracking Mega-CD tunes *Thunderhawk* or *Battlecorps*? But you are right – most tunes sound like they've been written by those people that do the music you find in the freezer section at Asda. It could be worse though – we've heard 2 Unlimited are interested in *Sonic 4* (only kidding).



MORTAL KOMBAT II IN A JAM

I've got to say your mag is so top it's the only mag I buy! So keep up the brill work. Anyway, I thought I'd ask a few questions, mostly about the Game Gear. Here goes:

1. Do you know if the GG versions of *Mortal Kombat II* will have all the backgrounds?
2. Will it have any speech?
3. Will *Toe Jam & Earl* ever come out?
4. Is *NBA Jam* worth buying?
5. Is *Urban Strike* coming out for the handheld?

And finally, I sent in a cheat for *Cool Spot* for the GG and it was printed wrongly in Issue 34. The correct cheat is: right, right, right, left, left, left, right, left, right, left.

Keep up the good work!
Neil Wilcock, Kent

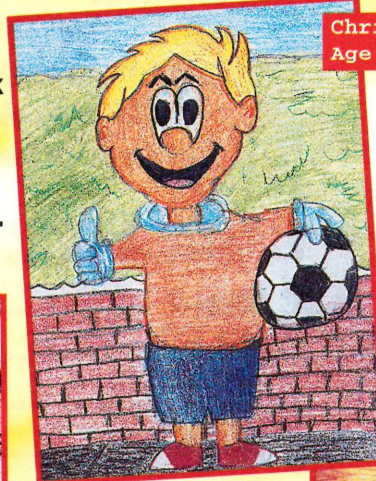
PROART



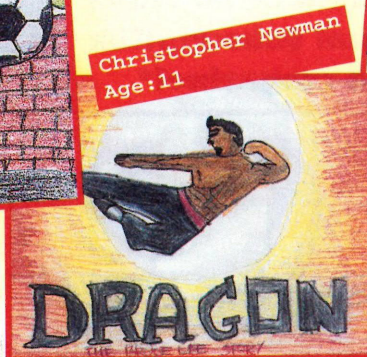
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want!



Georgeio Sfukiotukis
Age:16



Christopher Newman
Age:11



Christopher Newman
Age:11

Lee Connor
Age:??



PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark turns his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

1. I'm not sure if all the back-grounds will be maintained (we haven't played through all of it yet) but many of them are similar to the ones in the MD version.

2. No.

3. Not as far as we tell.

4. Absolutely, definitely – get a copy today!

5. Not at the moment, although I wouldn't bet against it further down the line.

Sorry about the cheat – Mark's head is now impaled on the end of a large cricket bat. Oh, and please let's not have everyone falling into the routine of sending all their letters in as numbered lists of questions like in other mags! Thank you and goodnight.

SHEER POETRY

I have made up a poem for you, so please print it:

Every month I go down to the shops,
To buy the mag that's tops,
It's called SEGAPRO,
With Nick Merritt and Co,
The action is all nonstop,
I have tried all the others you see,
But they are just not for me,
I have tried Sega Power and the rest,
But SEGAPRO I find is the best,

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!



I have tried all that I can name,
To buy a very good game,
All the others have been a bore,
So please send me *Third World War*.

Hugh Gardiner (The Saucy Git), Norfolk

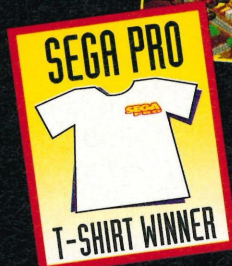
This is an ode to Gardiner, Hugh, I'm afraid that game just wouldn't do, It takes more than sweetness and light,

To butter us up completely, all right, You might get your note in the mag, But there's more than that to a number one blag, Some things are worth a good game and more, Specially that phrase in line number four.

But the scansion is bad in line number three,

So the game just is not meant to be. We know this might cause you some hurt,

So accept our thanks and have a T-Shirt.



PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

"I think it is really sad when people write in with software failures like Sonic 2 is poo"
Ben Sellars, Lincolnshire
Too much 'reading' Sega Power will do anybody's head in.

"A few of my carts make rattling noises when I take them out of their boxes."
Sven Astaes, Belgium
So leave them in their boxes then.

"What is the cost of Streets of Rage III in dollars?"
Joseph John, Kuwait
What is this? Are we suddenly a money-changing service fergos-sake?

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SegaPro as we really do care about our readers' points of view. Supposedly.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth
BH1 1NF.



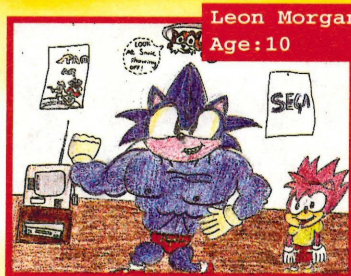
Adam Green from Slough writes in with the following: "I have some questions about an arcade machine I heard of a while back that's supposed to use the microchip boards from arcade machines and runs them like a home console with the aid of a TV. After becoming arcade crazy I was wondering:

"1) Is there a machine that can do this?
"2) Where would it be available, how much and what is it called?
"3) Where could I get arcade game boards from near Berkshire?"

"PS. Keep up the good work on your most un-heinous mag!"

I am not aware of such a machine, but it is possible that you are being confused by the growing crossover between what's happening in the home and in the arcades. For instance, the Neo Geo runs both in the home and in the arcades. Mega Drive technology can be found in those multi-play Sega arcade machines. And Sega themselves are licensing their new Titan architecture to companies like Acclaim (the Titan architecture is similar to a lot of the equipment that we'll see in the Mega Drive 32 and Saturn).

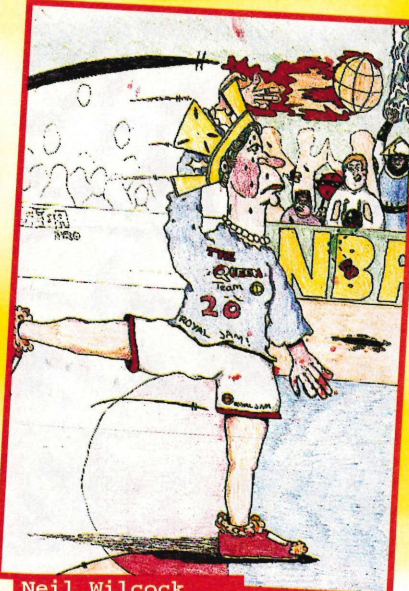
I would be surprised if a machine like the one you describe actually exists though. You don't say what kind of arcade machines it is supposed to work with. Every arcade machine uses different equipment inside it, all fundamentally incompatible with stuff in other machines. It's like trying to make a SNES game work on a Mega Drive. Maybe somebody else out there knows something?



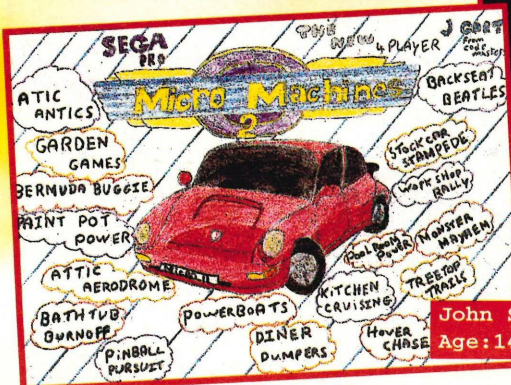
Leon Morgan
Age:10



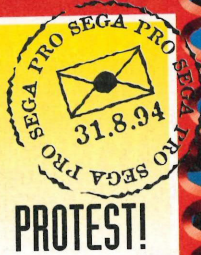
David Skelton
Age:15



Neil Wilcock
Age:13



John Stewart
Age:14



+ **J Merritt** from Wells (no relation) writes in with a problem with his Game Gear. He says that it used to work perfectly but now there seems to be a fault with the D-Pad. Games like Sonic come up fine on the screen but he can't get Sonic himself to move to the right. Well, sounds to us like there's a problem with the microswitches underneath the pad itself. Sometimes they can wear out, meaning when you press the direction you want to go in, the switches don't close and you are prevented from manoeuvring about. The best thing to do is take the Gear back to the shop where you bought it and ask them to repair it.

+ **David Stephenson** from Seend wants to know (a) why we aren't printing much Master System stuff at the moment and (b) what the devil Dingbats is. Your wish is my command. Firstly, it's tough I know but we print everything we can about all Sega formats. If there's nothing about the Master System, then it's because nobody is releasing anything for the Master System. I'm afraid very few software companies are making plans to continue releasing stuff for the old 8-bit. For instance, there'll be no Mortal Kombat II for the MS. Secondly, Dingbats is a 'font' (ie a style of text - this text you're reading now is written using a font called Helvetica). However, instead of Dingbats being made up of normal alphabetic letters, it's made up of silly characters like crosses, daggers, telephone symbols and so on (-.%&!) - the kind of stuff needed to print all those squares and things on Credit Card order forms for instance. Our Dingbats message is normal text converted into Dingbats. If you have the right sort of computer, you can decode the message. Sadly you need an Apple Mac for this, which is not cheap. The Sega games magazines often exchange insults via the Dingbats messages!

• Nick regrets that he is unable to give personal replies to questions due to the volume of mail he receives.

ABSORBING READ

I guess you get loads of letters telling you how great your mag is which you already know. So I'll tell you something different: The cover on SEGAPRO is the best. I spilt my orange juice on my new, unread

issue and thought, "Oh no!" What can I do if the pages go crinkly and stick together. Just the thought of it made me blow chunks out of the car window onto the 'L' Reg BMW next to us. Whoops! But the cover protected my magazine from the initiation test.

I would now like to suggest extra-absorbant Sega pull-ups. You can

send me a cheque if you like.
Kirsty Parker, N Devon

Er, glad you like the mag Kirsty although we didn't really use that nice glossy stuff as an anti-orange juice device. As far as the 'absorbant Sega pull-ups' are concerned, er, what is a pull-up? Sorry about that.

ASHEN FACED

Just a couple of comments: Will any cricket or Australian Rules Football games be brought out on the Mega Drive? I have also heard on a computer games show that there will be an adaptor available that lets Saturn games be played on the Mega Drive. Is this true?

Paul Greer, Perth, Western Australia

I am not aware of any Aussie Rules Football games or of any cricket titles either, to be honest. I expect the reason is that the UK and Australian markets just aren't big enough to support minority games. Let's face it, the biggest Sega areas are Europe and America, neither of which are hot on either of the two sports.

The TV games show has led you up that well-trodden garden path. I'm afraid there won't be a Saturn adaptor - however, there will be a new add-on called the Mega Drive 32 (or Genesis 32X depending on where you live) which will run special 32-bit games. This won't work with the Saturn however, although much of the technology in the Mega 32 will be contained within the Saturn.



I KNOW HUGH

Have you ever wanted to play SNES games on your Mega Drive? Well, I have the answer! Instructions:

- 1/ Buy a Super NES
- 2/ Take cover off and remove the insides
- 3/ Repeat with Mega Drive
- 4/ Swap over insides
- 5/ Put covers back.

Hey presto! You can now play Super NES games on your Mega Drive. Surely this must be worth a game.

Hugh Gardiner (The Saucy Git), Norfolk

Nice try, Hugh. Your disguised handwriting almost fooled us into thinking it was a different H Gardiner there. I particularly liked the way you wrote one in green ink and one in black and signed them both 'Hugh Gardiner'. Cunning. It's still a lousy idea though and you still only win a T-Shirt.

KU-DOS

Respected Sir,

I am kindly informing you that I want to be your SEGAPRO Readership Survey member. I have Mega Drive and about 8-10 cassettes. I am expert in playing video games. If I get a new cartridge I would finish it within one day or within six hours.

In Kuwait Sega cartridges are very expensive. I want to get cartridges from you now onwards. Write me the details in order how to send, before when. How much do one cost all? Please write the reply as soon as you get this.

Sega Mega Drive is my life. I love it.

Joseph John, Kuwait

"Respected Sir". Love it. OK readers, from now on, EVERYONE has to write in addressing me like that. (Ducks while 100,000 people throw empty beer cans/rotten tomatoes at Nick.)

Sadly, we don't have Readership Survey members. We sling the forms out and count ourselves lucky if we get any back. We do have Focus Groups but that's a different thing entirely and you live a bit too far away for that, I'm afraid.

If you wish to order cartridges from abroad, the easiest thing to do is phone or fax any one of the mail order specialists advertised within this magazine and use a credit card to pay.



Christopher Newman
Age: 11

Prindana
Age: 7




Craig Williams
Age: 13

Ultimate play power

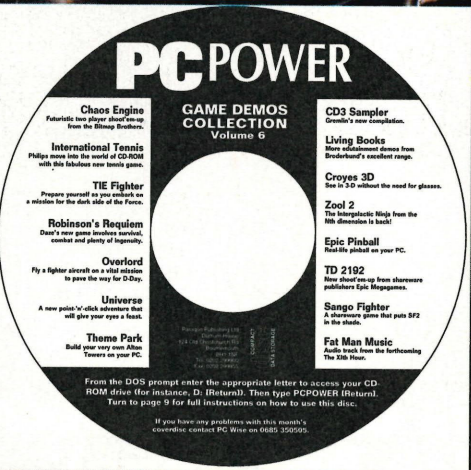
THE COMPLETE PC CD-ROM LEISURE PACKAGE

PC POWER

ISSUE 9 • SEPTEMBER '94 • £4.99 **CD**



Dark Seed 2
The making of a monster



PC POWER

Chaos Engine
Futuristic first person shoot 'em up from the Silicon Frontier.

International Tennis
Philips move into the world of CD-ROM with this latest new tennis game.

TIE Fighter
Prepare yourself as you embark on a mission for the dark side of the Force.

Robinson's Requiem
Dun's new game involves survival, combat and plenty of mystery.

Overlord
Fly a fighter aircraft on a vital mission to save the way for D-Day.

Universe
A new point'n'click adventure that will give your eyes a feast.

Theme Park
Build your very own Amusement Park on your PC.

GAME DEMOS COLLECTION Volume 6

CD3 Sampler
Creative's new compilation.

Living Books
More educational titles from Broderbund's excellent range.

Crocyes 3D
See in 3D without the need for glasses.

Zool 2
The interactive title from the 8th dimension is back!

Epic Pinball
Real-life pinball on your PC.

TD 2192
How shoot 'em up from shareware publisher Epic Megagames.

Sango Fighter
A shareware game that puts SF2 in the shade.

Fat Man Music
Audio track from the forthcoming The X-Files.

From the DOS prompt enter the appropriate letter to access your CD-ROM drive (for instance, D:\Return). Then type PCPOWER (Return).
Turn to page 9 for full instructions on how to use this disc.


If you have any problems with this month's coverdisc contact PC Wire on 0885 359595.

Whatever your PC gaming hardware set-up there's a magazine for you. **PC Power HD** for floppy disk users and **PC Power CD** for CD ROM owners. Every month the **PC Power** magazines bring you the huge world of PC leisure. Coming from the publishers of **Sega Pro**, you're guaranteed a quality magazine, the latest playable game demos and essential features to help you get the most from your machine. Don't miss the experience. Reserve your copy today!

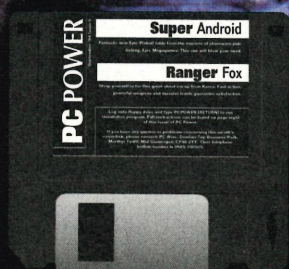
THE COMPLETE PC ENTERTAINMENT PACKAGE

PC POWER

ISSUE 9 • SEPTEMBER '94 • £3.99 **HD**



Dark Seed 2
On the verge of a nervous breakdown



Super Android

Ranger Fox

Inside

SCI's Cyberwar

Sierra's Outpost

Ocean's Iron Angel

Microsoft's Chicago

The Bitmap Brothers

Multimedia Prince

Electronic Arts' FIFA

Virgin's TIE Fighter

CES show report

The Fantasy Zone

Both **PC Power HD** (ISSN 1530-6064) and **PC Power CD** (ISSN 1352-7894) – priced £3.99 and £4.99 – are available at all good newsagents on the second Thursday of every month. Reserve your copy now. In case of difficulties call 0202 299900.

...available at all good newsagents NOW!

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(even better now that Nick has gone)
(Oi, I haven't gone yet – Nick)**

**SEGAPRO Issue 37
– ON SALE SEPTEMBER 8.**

IT'S HERE! AND IT'S HOT



Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE



There are almost 100 companies in partnership with Atari for Jaguar software, with over 50 cartridge titles in progress. The following are the current titles, with Atari's release dates. Return the coupon for a full list.

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Doom - AUG '94	TBC
Rise of the Robots - SEPT '94	£49
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All Prices include VAT

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The 64-bit Jaguar is here to make other games consoles look prehistoric!

Atari, the inventors of video games, have developed another world exclusive - the FIRST EVER 64-bit games console. Why settle for less, when the Jaguar can deliver arcade quality sound and graphics in games which would be impossible to play on other consoles. Check out Jaguar's impressive specifications, then visit your nearest Silica store for a demonstration. Or, if you can't wait to get your hands on one, call our mail order hotline now. Stock permitting, we can make sure your Jaguar is delivered to you the day after we receive your order (UK mainland). And, delivery (Mon-Fri) is FREE!

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To provide access to even bigger and better games, plus films and standard music CDs, Atari expects to deliver a CD add-on for Jaguar before Christmas '94.

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NO MERCY IN THIS COURT.

Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.

Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

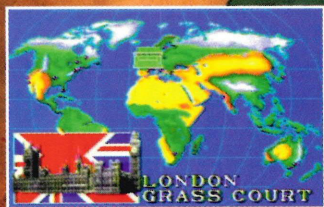
Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

The ultimate tennis game is here - except it's not just a game. Have you got the balls?

Megadrive out June 16.
Game Gear out August 19.

"The best tennis simulation and a brilliant multi-player experience"
SEGA MAGAZINE **92%**

"The only tennis game you'll ever need - absolutely brilliant!"
SEGA PRO **90%**

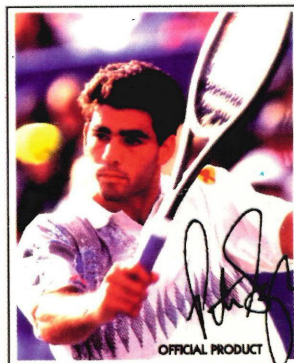


J-Cart
1-4 PLAYERS
PLUG UP TO 2
EXTRA JOYPADS
INTO GAME CART.
No adaptor needed

"The most playable, easy to pick up and fun tennis game I've ever played"

MEAN MACHINES **93%**

**PETE
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IT'S NOT JUST A GAME

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